

# Mr. Dreamcast

Hey, it's your Sega best mate

NEW

Time June 2000 | Score 0002 | Connect [www.mr-dc.com](http://www.mr-dc.com) | Play for only £2.50

EXCLUSIVE!

## Wacky Races

Whirl your wheels, you double dealing do-badder!

## Win!

A Wacky Races go-karting day with your best mates!

EXCLUSIVE!

## Metropolis Street Racer

Zoom past Big Ben at 100mph

ChuChu Rocket and  
Dead or Alive 2 reviews



Tech Romancer



4 Wheel Thunder

PLUS Tony Hawk's Skateboarding | MDK2 and Red Dog tips | Huge free poster





# Game on!

Welcome to Mr. Dreamcast, the freshest DC mag on the block. There's a shedload of cool stuff for you this issue, so dive right in!

## WE PROMISE THAT EVERY MONTH WE'LL

- BRING YOU THE LATEST DC NEWS, REVIEWS AND PREVIEWS
- GIVE YOU ONLY THE BEST TIPS AND CHEATS COS WE'RE THE EXPERTS!
- TELL YOU THE TRUTH ABOUT GOOD AND BAD GAMES, SO YOU'LL NEVER HAVE TO WASTE YOUR MONEY EVER AGAIN
- REPORT ON THE GAMES THAT WILL REALLY MATTER TO YOU
- SLAMDUNK ONLY THE COOLEST COMPO PRIZES FOR YOU
- PLAY MORE GAMES, HAVE MORE FUN, AND TELL YOU MORE ABOUT DC THAN ANYONE ELSE!



### CASPAR

Job Editor  
Fave game Red Dog  
Hero Muhammad Ali  
Nickname Top Trump

### CRAIG

Job Art Editor  
Fave game ChuChu Rocket  
Hero Muttley  
Nickname Boff Boy

### CAMILLA

Job Managing Editor  
Fave game Crazy Taxi  
Hero Morten Harket  
Nickname Blunder Woman

### JON

Job Deputy Editor  
Fave game Wacky Races  
Hero Homer Simpson  
Nickname What?!



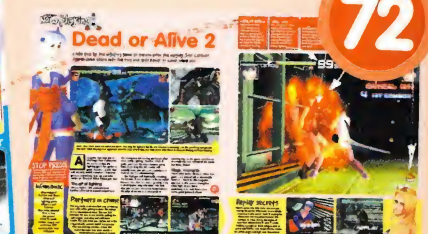
Wacky Races Join in the crazy cartoon capers with our exclusive preview



Metropolis Street Racer We've zoomed past Big Ben at 100mph and it's great!



ChuChu Rocket It's a superbonkers puzzler about space cats and mice



Dead or Alive 2 This could be the best thing since Soul Calibur! Find out why



What's in store this issue? Just follow the arrows!

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US AND  
WIN A  
MOBILE!

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We get a sneak preview of Wacky Races, Time Stalkers, SWWS Euro 2000, V-Rally 2, Metropolis Street Racer and Tony Hawk's. They're gonna be massive!



WIN!

A WICKED  
DAY OUT  
GO-KARTING  
WITH TEN OF  
YOUR MATES!

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Wacky Races

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COMPETITION  
AND POSTERS

We've got Air Hogs, Digimons and DreamStations up for grabs in our compo! Plus terrific pull-out posters of V-Rally 2 and Time Stalkers to stick on your walls. Cool!



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BUZZ

Nine hot pages of the latest DC news. Includes Jet Set Radio, Phantasy Star Online, Samba's Maracas, news bites, Sega's Summer releases, goodies and baddies, UK charts and a whole lot more...



TIPS & GUIDES

Stuck on the same level of your favourite game? Don't sweat it! Let us give you a hand. This month we've got hot tips for MDK 2 and Red Dog

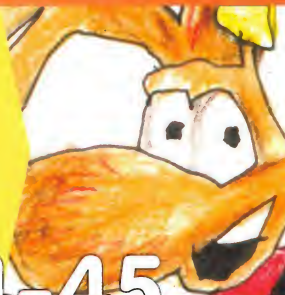


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WE'VE GOT  
CARTOONS,  
PUZZLES AND  
YOUR BEST  
DRAWINGS IN  
OUR FREE TIME  
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NEOGEO  
POCKET COLOR

SNK's gorgeous little game machine leaves every other handheld standing. It's got some wicked games too! This is where it's at for all the latest reviews and news on your pocket best mate

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SURFIN'

What's hot on the World Wide Web this month. Visit the Mr. Dreamcast website and start voting in our monthly 'design a game' project. Plus a huge guide on how to surf the Internet with your Dreamcast

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TECH-KNOW

Ever seen a techy word in Mr. Dreamcast and wondered what it meant? Check out our glossary to see just what that technobabble's all about. Plus we chat to artist Toby Gard - he designed Lara Croft!

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THE TOP 40 DC  
GAMES RATED  
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REVIEWS

We give you the lowdown on Evolution, ChuChu Rocket, 4 Wheel Thunder, Wetrax+, Tech Romancer, Dead or Alive 2 and more!



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YOUR SHOUT

Four games are put to the ultimate test! Mr. Dreamcast's team visits Holland Park School to see what its pupils think of Street Fighter III, Dead or Alive 2, Red Dog and ChuChu Rocket

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Mr. Dreamcast 3



# RPGS NOW!

Dear Mr. Dreamcast, My dad has just got me a Dreamcast, and I think it's great. I have **Sonic Adventure**, but there doesn't seem to be many RPG games. Do you think that Squaresoft will release any games for the Dreamcast?

Damien Pantony, W. Sussex

Well, although Square isn't making Dreamcast RPGs right now, lots of other companies are. There were loads of cool, new RPGs shown in Japan last month – check out Buzz on page 22.



RPG Time Stalkers will be out in June

# Star letter of the month STAR WARS ON DREAMCAST?

Dear Mr. Dreamcast, After I'd finished reading issue 1 of your magazine, I decided that your mag was the best I've ever read, that is my honest opinion. When I first saw the mag in the shop I immediately wanted to buy it – especially with that smart **Fur Fighters** waterpistol on the front. I had so much fun soaking my mates!

I also thought that the **Dead or Alive 2** poster was cracking. It went straight up on my bedroom wall. I have a

question for you. Since Sega is releasing perfect arcade conversions on the Dreamcast, is there any news at all about converting **Star Wars Arcade** to Dreamcast?

Jonathan Hawkins, Cardiff



Would Star Wars Arcade make a good DC game?

There is a version of the **N64 Pod Racer** game coming to DC, but I haven't heard anything about **Star Wars Arcade**. It's a

simple game, although it looks incredible, and I think it might be a bit boring to play at home. What do you reckon?



# YOU RECKON?

Got something to shout about? Send your letters to: You Reckon? Mr. Dreamcast, Magical Media, 46-47 Britton St, London EC1M 5UJ or email us at [shout@mr-dc.com](mailto:shout@mr-dc.com) We're waiting!



These are the three VM games that you win in **Power Stone**. To get them, you must beat the Arcade mode with all the fighters.



## MINIGAMES MALARKEY

Dear Mr. Dreamcast, I have recently bought a Dreamcast and I have already played most of the games that are out, by renting them from a video store. My favourite is **Crazy Taxi**.

My friend, who hates Dreamcast, says that this magazine is a load of.... (I dare not say it) but I replied to him by saying, "It's the best on the planet!"

I also have a question: How do you get to play games on your VM unit? I just can't understand how you do it!

Thanks for the brilliant magazine, Adam Pakik, Coventry

You have to download the VM minigames from your Dreamcast massive games. Try **Sonic and Power Stone** for starters – You should find instructions on what you need to do in the game manuals.

**Time Stalkers** (one of our superstars on page 12) has little **Pokémon**-type critters in it, too – check it out, it's loads of fun!

## PICTURE PERFECT



Dear Mr. Dreamcast, I was wondering if you know if Sega has any plans to bring out some sort of printer to go with the Dreameye camera so you can print off the pictures you take?

Dougie, Scotland

A printer would be totally cool, but right now I haven't heard anything about it. Sega showed off a load of new DC add-ons at the Tokyo Game Show (check out page 25), but there was no sign of a printer. I'll give you a shout if Sega does decide to make one.

With the Dreameye camera you'll be able to email your picture to your mates



## OH, SHUCKS!

Dear Mr. Dreamcast, When I was looking for a DC mag for the week, I saw yours and it looked so cool. I picked it up and started to flick through it. It had everything I ever wanted in a DC mag: news, a cover story, previews, compos, cheats and more. The giant poster was a nice touch too. Also, the Club zone is wicked and I liked how you created Mr. Dreamcast – he looks mint. Can't wait for issue 2 – this mag deserves ten out of ten.

Mark Padovan, Barnsley

Thanks Mark – I reckon I'm a pretty handsome fella, too!



Hey, it's your Sega best mate!

## POINTS WIN PRIZES

Dear Mr. Dreamcast, I read your first issue of the mag and thought it was brill. I especially enjoyed the free poster and your tips on Crazy Taxi. I only have one thing that I would like to see in the future and that is an option where readers could send in

their top scores and win prizes.

Sam Barker, Lichfield

**That's something I've been talking to my team about, and they'll be whistling up something just like you're after soon so keep your eyes peeled, Sam!**



Caspar's the Crazy Taxi long jump champion

## STICKY TAXI

Dear Mr. Dreamcast, I had loads of fun making your taxi models, but they were hard to put together. I think your magazine is excellent. My favourite character is Gus in Crazy Taxi and I really like the trike too.

Joe Balderson, Wiltshire

**I'm glad you like the magazine Joe! Our Deputy Editor Jon's fingers got pretty sticky glueing our taxis together, but then he's a pretty sticky sort of guy. Better with Sellotape, I reckon.**



Gus is Joe's fave cabbie

## Win a Virgin Mobile Phone!

The best letter we receive every month will win this funky, chunky moby! The Alcatel Max DB is worth £69.95 and comes with a free connection pack, worth £12.50 including £10 worth of free

calls to start you off!

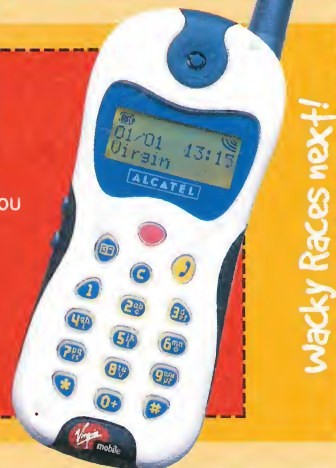
The Alcatel has a built-in speaker, so all your mates can

join in too, and you can use ordinary batteries to charge it up. Best of all, you can get access to Virgin Xtras which gives you 15 per cent off CDs!

**Write to: You reckon? Mr. Dreamcast, Magical Media, 46-47 Britton St, London, EC1M 5UJ or email us at shout@mr-dc.com**

Virgin

mobile



Wacky Races next!



## WOT NO SUBS?

Dear Mr. Dreamcast Can I ask you a question about Shenmue? I've really been looking forward to it coming out but now I hear that instead of subtitles it will be dubbed.

I am very disappointed because I'm deaf. It's not fair for me and other deaf people. When the Mega Drive was on the shelves, every game had subtitles. Dreamcast is more powerful and all its games have been upgraded – however, everyone's forgotten about subtitles and used dubbing instead.

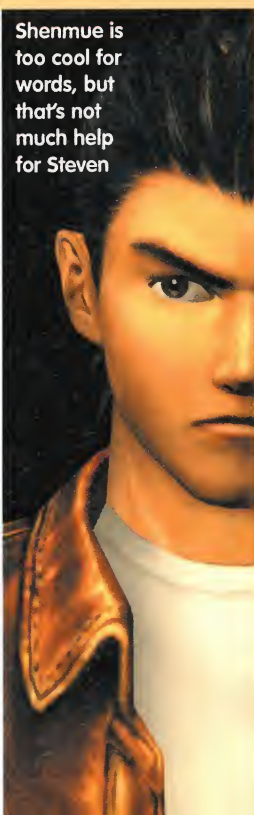
All games should have the choice between subtitles or dubbed.

I have been disappointed by games like RE2 which have no subtitles, and which I've wasted my money on.

Steven Smyth, Dublin

**Unfortunately, Shenmue won't have subtitles in English. But because it would take too long to record the speech in all the European languages, it will have foreign subtitles – but that's not much help to you. However, Phantasy Star Online will be subtitled, so that's one at least!**

Shenmue is too cool for words, but that's not much help for Steven



## NEOGEO? WHAT'S THAT ABOUT?

Dear Mr. Dreamcast, I've had my Dreamcast for ages and I think the games are great and so are the minigames on the VM. But it costs me about £6 to replace the batteries which only last about three to four weeks.

Why do you have NeoGeo stuff in a Dreamcast mag, is there a way of connecting?

Kef Patel, Harrow

**In Japan you can buy a special cable which lets you connect King of Fighters on your NeoGeo Pocket, to King of Fighters on your Dreamcast. But because they**

**haven't brought the game out for Dreamcast over here (it's a 2D beat 'em up), you can't get the adaptor either.**

**We just think the NeoGeo is absolutely mint, and you can get Sonic for it, which is a Sega game – so that counts too!**



King of Fighters is a 2D beat 'em up similar to Street Fighter Alpha 3





## THIS MONTH

### Wacky Races



Crazy capers on **page 6**

### Time Stalkers



RPG action on **page 12**

### Sega Worldwide Soccer



Funtastic footie – **page 14**

Mr.Dreamcast previews his...

# SUPER STARS

It's going to be a summer of brilliant games on your Dreamcast so check out all the coolest action – now!



### V-Rally 2



Burn rubber! **Page 33**

### Metropolis Street Racer



Race past Big Ben **page 16**

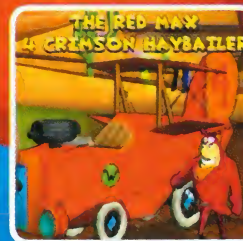
### Tony Hawk's skateboarding



Rad stunts on **page 20**

6 Mr.Dreamcast

There are 11 Wacky Racers in total. Which is your favourite one?





**EXCLUSIVE!**

# Wacky Races

Stand well back! The most daredevil group of daffy drivers are hurtling straight to your Dreamcast. Zoom! Zoom! Zoom!



EANT BLAST & PRIVATE M  
6 ARMY SURPLUS SPECIAL



THE ANTHILL HOG  
7 BULLET-PROOF BOMB



LUKE & BLUNDER BEAR  
8 ARKANSAS CHUGGA-BUG



PETER PERFECT  
9 TURBO TERRIFIC



RUFUS & SAW TOOTH  
10 BUZZ WAGON



DASTARDLY AND MUTTLEY  
11 MEAN MACHINE





# Wacky Races

3/8



Crash! Bang! Wallop! Another massive pile-up. Better get used to it if you're playing Wacky Races

## Infomaniac

Who makes it?

Infogrames

What is it?

Cartoon karting

When's it out?

July

How many players?

Four

Any extras?

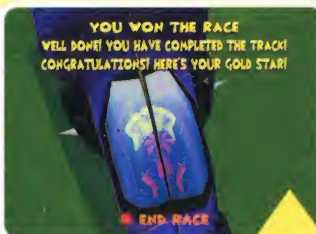
Vibra, 60Hz mode

Could be...

The most colourful racer ever



## WANT TO BE A WINNER?



By winning races you gain gold stars. You've got to collect these in order to unlock more races and open up more challenges. But beware: the 'Team 00' challenges are against Dick Dastardly himself!

Just like in the cartoon series, there are three basic race locations – desert, forest and snowy mountains. You select which one you are going to race in by driving through the game's central hub, up to a signpost which is in that area.

At the start of the game, there are two tracks to race in each location. You must win these six races to start unlocking more

courses. In total there are five basic tracks in each area. When you have won all these you unlock the special boss areas. In these you compete in head-to-head challenges against the Red Max, Prof. Pat Pending and finally that double dealing do-badder Dick Dastardly and his sniggering sidekick Muttley.

The final goal in **Wacky Races** is to win all the races and then win the Mean Machine.

It was one of the most colourful, crazy cartoons ever made and it's now **Wacky Races** is being made into a game that's just as colourful and crazy!

But unlike some other games based on films or cartoons which turned out to be rubbish, we've already played **Wacky Races** and we can tell you it's going to be excellent. All the characters and cars from the cartoon are in the game so you can drive all your old favourites.

At the start of the game, there are eight different vehicles you can choose to race. We really like the Boulder Mobile and the Army Surplus Special tank. The three other vehicles need to be unlocked however. These are the Red Max's Crimson Haybailer, Prof. Pat Pending's Convert-A-Car

and, of course, Dick Dastardly's supercool Mean Machine.

After choosing your car, it's straight into racing. The cars' handling is easy to pick up and the courses are designed to have loads of different shortcuts and bonus areas – so you have to keep your eyes open.

## Dirty tricks!

But as well as racing, each vehicle has special abilities or power-ups, either to make it go faster or to slow down the other drivers. And as you win more races, you unlock more tracks and extra abilities for your car. There are 22 different tracks so that's lots of racing – even for the very best players.

And as well as looking like the original, **Wacky Races** also has the same brilliant music and funny commentary as the cartoon. Sometimes it's hard to tell them apart!



Check out the three basic track areas – desert, forest and snow





Biff bam boff! The Ant Hill Mob's Bulletproof Bomb suffers an explosive setback. Wacky Races isn't just about racing, you know. It's about taking out the other drivers too!

## Is it a bird? Is it a plane? No, it's Pat Pending and his amazing Convert-A-Car



This incredible-looking vehicle belongs to the absent-minded Professor Pat Pending. He's one of the three boss characters in **Wacky Races** which means that you must have unlocked a lot of the game to be able to drive his excellent Convert-A-Car. But when you get it, it's certainly worth the wait.

It has six awesome powerups. The first one turns the car into a giant bowling ball. The second creates a superfast rocket car. The third is a crazy dodgem, while the fourth is a flying bicycle! The fifth is a jetpack so the Prof. can fly over tricky obstacles and the last power-up is a strange tortoise-shell shield which protects the Prof. from being targeted by any of the other racers. Mint!





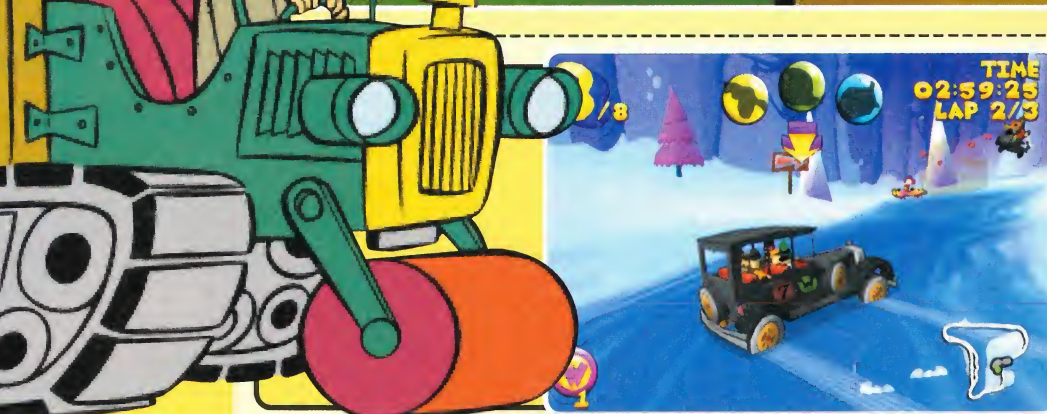
# SOME MULTIPLAYER MADNESS

If you're playing **Wacky Races** on your own, you can have loads of fun – but if you can grab some mates, it's well worth checking out the fourplayer mode.

The first thing you'll have to sort out is who's playing as which characters because you can't all drive the same vehicle. It just wouldn't look right if there were two Creepy Coupes in the same race, now would it?

Once that's sorted out, player one will have to choose which track you are going to race on. Then

it's all systems go as your mates race against each other and the four computer-controlled players. However, it's worth choosing a track that everyone knows quite well as you may end up getting lost. And unless you have an enormously large telly, it can be hard to see where you're going on some tracks, cos each player only has a quarter of the screen to look at! Still, you should have a great time firing all the different power-ups at each other. Jon likes the Ant Hill Mob the best at the moment!



## SLIP SLIDING AWAY

The most important skill you need to learn in **Wacky Races** is how to steer around corners. There are two basic set-ups. In 'karting', you use the 'A' button to powerslide around corners. More serious drivers can select 'advanced handling'. With this, the 'A' button becomes a handbrake, allowing precise cornering. But either way, to win a race you'll have to throw your vehicle around those corners or you'll never win any gold stars or unlock the extra tracks.



## Powering up Penelope Pitstop and her girlie car - the compact Pussycat



Penelope Pitstop may look like a charming young lady but that doesn't mean she doesn't have some tricks hidden up her sleeve. She wants to win the Wacky Races as much as anyone!

The first three power-ups you get for her Compact Pussycat are the Lippyshot, the Parasol Shield and the Hairdryer boost. The Lippyshot fires a loveheart which on contact makes a driver fall in love with Penelope and crash their car. The Parasol shield stops Penelope being targeted by any other drivers and the Hairdryer boost gives the Compact Pussycat superspeed for a short period of time.

And at the start of each race, you can choose which of the three buttons on the Dreamcast jypad you want to use for each power-up.

## collect 'em all

To use power-ups you have to collect the Wacky tokens that are scattered around the track. Each power-up requires a certain number of tokens before you can use it. The minimum number is one token and the maximum is four. But when you use a power-up, that number of tokens are dumped back onto the track, making them available for other racers.



# Wacky Races

## COMPETITION

### WIN A DAY GO-KARTING WITH TEN OF YOUR MATES

This has gotta be the best competition in the world! Yep, you and ten mates get to spend a day racing each other around an outdoor go-karting circuit!

To win just answer this question:

**What are Penelope Pittstop's three power-ups?**

Send your answers on a postcard or stuck-down envelope to:

**Go-karting compo  
Magical Media,  
46-47 Britton St,  
London EC1M 5UJ.**

The first correct answer pulled out of Mr. Dreamcast's competition hat will win. Good luck!

**Please note that entrants must be at least 142cm tall!**



**WIN!**







# Time Stalkers

Time Stalkers is being hyped as a potential RPG gem in the Dreamcast family jewels. Dylan Davies travelled through time and space to find out

## Infomaniac

Who makes it?  
**Sega and Climax**

What is it?  
**RPG adventure**

When's it out?  
**June**

How many players?  
**One**

Any extras?  
**Four VM games**

Could be...  
**One for fans of games like Pokémon**

**O**ur hero's name is Sword, a brave warrior with the ability to swing a variety of large, sharp metal objects at all manner of goblins and monsters.

One day Sword is mysteriously zapped into a strange village, where all the people greet him as their saviour from a mysterious evil. His mission is to save the village and try to find his way back to his own time.

### Inside and out

Time Stalkers consists of both inside and outside parts. The

outside part of the adventure sees Sword exploring the village, chatting with the characters, and buying new items. But there are also dungeons to explore and these are the inside of the game.

Here you fight the baddies and capture monsters **Pokémon**-style. And just like in the RPG, **Evolution** (reviewed this month), the shape of the dungeon levels is randomised each time you enter.

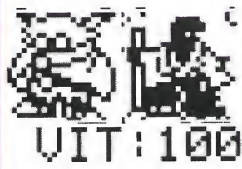
It doesn't make a huge difference to the action, but it does mean the dungeons end up looking a bit samey.



There are plenty of friendly folk to give you advice in Time Stalkers



## Four monster VM games in Time Stalkers

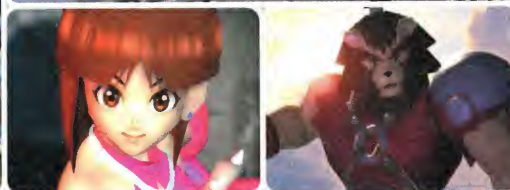


**Time Stalkers** contains four cool VM games. By capturing monsters in the dungeons you can unlock a relevant VM game – if you have enough gold. You can put your captured monsters to work in the VM so they will get bigger and stronger. Then bring them back into **Time Stalkers** to help you fight in the dungeons.



## DUNGEON KEEPERS

The stars of the dungeons are the monsters. You'll have fun singling out individuals from groups and hacking them using the turn-based fight system. If you get hurt you can replenish health by collecting the power fruits littering the levels. Strangely, in the multi-levelled dungeons you can only travel downward until you meet the end-of-level boss.



## TAKE YOUR PICK

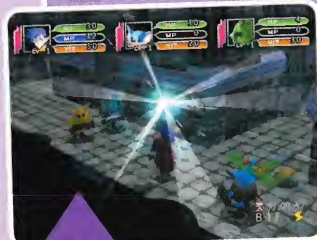
Sword is a very traditional RPG hero. But he certainly isn't the only character you get to control in **Time Stalkers**. As the adventure unfolds you can play a whole shedload of other cool people. For example, if

you require a character that's good with spells you could employ the feisty Prya, the magical elf. Or if fighting's more your thing, you could get the half-man-half-lion Roa to do the dirty work instead. The choice is yours!

## BUILD A TEAM

Fighting mobs is no fun by yourself, so next time you're in a dungeon, capture some uglies and take them to the monster room. Here you can name them and store them to use in team combat on the missions. During the battle they

gain experience points just like Sword. Don't let them get hungry or they'll soon lose their health. Should they die of malnutrition or by the sword, they can be brought back to life at the village church.



To trap monsters you must use your capture spell in the dungeon. Then you can transfer them to a pen

Worldwide Soccer Euro 2000







## Infomaniac

Who makes it?  
Sega

What is it?  
Kickabout

When's it out?  
May

How many players?  
One to two

Any extras?  
League teams, Euro 2000 tournament

Could be...  
The first decent Sega football game on DC

# SWWS 2000 Euro Edition

Sega's latest kickaround is warming up on the touchline in preparation for Euro 2000. Steve Merrett pulls on his boots and gets in training...

**T**his June sees Belgium play host to the Euro 2000 tournament, with England about to go head-to-head with arch-rivals Germany in the initial group stage.

With perfect timing, Sega has taken the chance to update its **Worldwide Soccer** game with an all-new 2000 edition, boasting the full Euro 2000 team list – including players – and a load of English and European teams.

The original **Worldwide Soccer** wasn't much cop to be honest, but the 2000 edition plans to make amends. The dodgy control system of the first game has been reworked and now passing and shooting is a lot

easier, while wannabe Michael Owens can also get to grips with chesting, headed flick-ons and 30-yard volleys.

## Win the Cup

A range of competitions is also promised, including a full recreation of the Euro 2000 tournament – with each group accurately recreated so Dreamcast owners can do what Kevin Keegan has yet to do – and lead England to World Cup glory!

**UEFA, Worldwide Soccer** and **Virtua Striker** were all a bit lacking, and with Dreamcast still lacking a killer kickabout, Mr. Dreamcast has got his fingers crossed that Sega gets it right. Fourth time lucky, maybe?



Sega's certainly on the ball when it comes to detail. Beckham's new shaved barnet is spot on, and if you look closely, you'll even see Posh Spice in the crowd



## Get in there!

There are two ways to tackle. You can either dart in to snatch the ball off an opponent's toes or live dangerously and go in studs first. High tackles aren't tolerated by the referees, but if you tackle while facing an opponent and not from behind you might just get away with it.



**DYLAN BEST**  
 **0'57"70**



**A-D**

## Infomaniac

Who makes it?

**Infogrames**

What is it?

**Rally racing game**

When's it out?

**May**

How many players?

**One to four**

Any extras?

**Rumble, track editor,  
60Hz mode**

Could be

**The slickest racer on  
Dreamcast**

# V-Rally 2

James Gunn takes Infogrames' new driving game for a quick spin



This is our track design in three different countries

Metropolis Street Racer

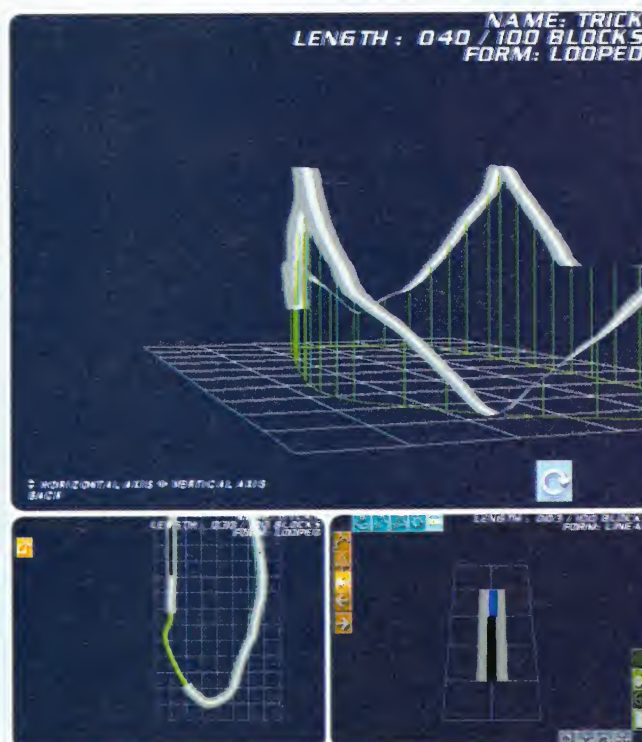


**W**hen the first V-Rally was released on PlayStation everyone said it was the most realistic racing game ever. Several years on and things have changed a bit, what with the likes of **Colin McRae Rally** sticking their bumpers in. Enter **V-Rally 2** for Dreamcast on a mission to regain the off-road racing crown. But is it special enough?

## Rally bouncy

Right now we're a bit worried about **V-Rally 2's** handling. If this was a hovercraft simulator we'd be impressed, but for a rally game it's a bit too bouncy. The car wheels seem, well, slightly buried in the road, and the cars bounce around like balloons no matter how tight you make the suspension.

It's not a lost cause though. The track designs are pretty cool. However, like all soon-to-be-released games, **V-Rally 2** is still being tweaked and fiddled with, so let's hope Infogrames sorts it out!



## FRESH TRACKS

**V-Rally 2** features a track editor, so you get to create your own courses. You can build any form of track quickly and easily and save them in your VM unit. Here's our simple step-by-step guide.

1. Create a basic track: You lay down the pieces one-by-one, like a cool virtual Scalextric set. If you're feeling lazy the editor can randomize you a simple track, either looped or a straight-line stage.
2. Choose the weather and location of your track. Sunny Brighton would be lovely...
3. Go through the track adding corners and lumps by selecting an area of track, adjusting the angle of the turn or hill using up and down.
4. At any point you can get in the car and test the track's progress. We noticed most rally tracks are flat, sparse affairs, so we felt at liberty to enhance them with a few rolling hills and valleys. We'll be honest, even the most tuned cars struggled on the way up, but coming down - wow! Someday all racing games will be like this.



# EXCLUSIVE!



## Metropolis Street Racer

Fancy speeding around Trafalgar Square in a Lotus? Now you can! Caspar Field grabs the keys

### Infomaniac

Who makes it?  
**Sega and Bizarre Creations**

What is it?  
**Driving game**

When's it out?  
**July**

How many players?  
**One to two**

Any extras?  
**Its own website**

Could be...  
**The best car game on Dreamcast!**

**M**etropolis Street Racer is going to be a massive DC racing game this summer. Hey, what are we saying? It already is! It's absolutely huge in fact. Spread across nine areas of three real cities (San Francisco, London and Tokyo), **MSR** lets you race real cars down real streets.

After going to play **MSR** at its makers' Liverpool HQ, we were completely blown away by the game's graphics. Racing through London streets (see over the page), you can pick out individual shops and landmarks. Over 35,000 photographs were taken of the actual places in the game – it's taken over two years just to make the nine maps!

All that wouldn't mean much if there wasn't a wicked showroom full of cars to choose from – but remember this is a 'Street Racer', so all the vehicles in **MSR** are the kind of slick sports cars you see on the public roads. Look out for mint motors like the Audi TT (that's the one above), Lancer Evo VI, and the TVR Chimera. C'mon, let's burn rubber!





# Welcome to Metropolis Street Racer - where would you like to go today?

## London

**Top: St. James's Park**

Looping back from Buckingham Palace to Big Ben, this area has some massive landmarks

**Middle: Trafalgar Square**

Go screaming past Nelson's column, up towards Leicester Square and round Piccadilly Circus

**Bottom: Westminster**

Cross the Thames and back again



## San Francisco

**Top: Fisherman's Wharf**

This is San Francisco's most popular tourist area, looking out on the Golden Gate Bridge

**Middle: Pacific Heights**

Home of the city's rich and famous, with some amazing old buildings to check out

**Bottom: Financial District**

Show us the money!



## Tokyo

**Top: Asakusa**

Shatter the spiritual peace of Asakusa's historic Japanese temples with your high-speed racing

**Middle: Shibuya**

Neon, clubbing and shopping, all rolled into one handy, world-famous district. Very cool

**Bottom: Shinjuku**

Race through skyscraper central



## Power slides - they're the only way to travel



If you're quietly cruising down the high street in your flash motor, you can be sure that you're not gonna look too hot. To make an impression on your mates (hey, and the ladies, of course...), laying

down loads of rubber is definitely the way to play. So in **Metropolis Street Racer** you can pull off some amazing powerslides, swinging the tail of your motor around the city streets.





# Metropolis – mapped

To give you an idea of just how massive MSR is, check out this exclusive map of one of the London areas!

## St. James's Park, London

Right, you're not going to believe this, but this is just one of the nine settings that you can race around in **Metropolis Street Racer**. And don't think that there's just one track here – it's split up into over 20 different circuits using all the roads and paths. Wicked!

1

## BUCKINGHAM PALACE

Any race around London just wouldn't be complete without screeching past Buckingham Palace, now would it? All the major landmarks have been recreated in bonkers detail. Yes ma'am!



## ROUND THE HORSES

Slam on the handbrake and drift under the arches onto Horse Guard's Parade. How cunning is that? Absolutely superb!

3



2

## DON'T WALK!

This long straight is Birdcage Walk, running all the way along the side of the park. But see all those paths through the park? Some of the races actually let you drive on them – you can even go across the bridge over the lake. Just make sure you don't run over the ducks...





4

## DOWNING STREET

Just like real life, you can't race down Downing Street (weird, huh?). It isn't the only road that's been closed off in the game, though.

In order to keep the racing simple, and so that the guys making **MSR** might actually get some sleep, they've closed a lot of side streets. Don't despair – there's still over 200 courses spread over the nine areas, which should keep y'all busy!

5

## LET'S GO TO MINISTRY!

Screaming along Whitehall in your chosen motor is a real thrill. From the bottom of the map you go flying past Big Ben and the Houses of Parliament, up Parliament Street, dodge around the Cenotaph (the memorial built after World War I to commemorate the end of the fighting), and rattle the windows in the Ministry of Defence. Rock 'n' Roll!



Tony Hawk on the DC streets



6

## BIG BEN AND PARLIAMENT

A neat little part of the St. James's Park map is that the hands on Big Ben actually move according to what time your Dreamcast's clock is set to (switch the machine on without a game in the drive to change the clock). It also chimes the right number of times according to the hour.

Time is an important part of **MSR**, with the races around the world taking place in 'realtime' – so the San Francisco races are eight hours behind London, the Tokyo ones nine hours ahead. Race a Tokyo track at 8am here and it'll be 6pm in the game.







## Infomaniac

Who makes it?  
Crave  
Entertainment

What is it?  
Skateboarding

When's it out?  
July

How many players?  
One to two

Any extras?  
Rumble pack

Could be...

The finest attempt of  
a skateboard game  
we'll see this year!

# Tony Hawk's Skateboarding

Can skating be any fun on a console? "Hell yeah," says Dylan Davies



The face of the master. He does smile usually – you'd look grumpy too if you were about to fall on your head!

**T**ony Hawk is one of the greatest skaters ever. A pro at 14, he's the icon of the modern sport, the first skater to successfully complete a full loop of a 360-degree tube. He's the skateboarding Pele. He's the Hawk, the daddy of them all.

Already successful in a low-resolution form on the PlayStation, **Tony Hawk's Skateboarding** is coming to DC to receive its graphical polishing. The game looks superb and it's good to see the king isn't giving his name to a poor licencing effort.

## Take your pick

You can choose to play a number of different pro skaters – each of varying abilities – not just Tony. Then you can choose a deck and head off to

become either the world's greatest virtual skater, in the Career mode, or just skate around impressing your audience on street or ramp courses.

You'll need to master the basic tricks like ollie-ing, grinding and turning on the transitions. You must also learn special moves and put them together in more and more elaborate combinations to gather the big points.

**THS** isn't just a version of a snowboard racer with four wheels. Instead it's a brilliant attempt to celebrate skating culture in the videogame.



# GET THOSE TRICKS NAILED!

It takes plenty of practise to perfect the most radical tricks



Tricks are the essence of the game. Put together a combination of different stunts to increase the speed and create a whopping score. All your favourite skate moves are here from the street, including 50/50 grinds, board slides, ollies and flips. When you move to the ramps you can indulge yourself in McTwists, grabs and handplants – and enjoy plenty of air time.



Unlike a lot of arcade games this one allows you to explore your packed playground environment fully

## Unlocking levels demands some serious skating



To progress to further levels you must carry out certain tasks. This involves collecting video tapes, finding hidden sections, scoring big points, plus a few tasks which vary for each course. These include

hitting five sets of boxes, grinding some benches and smashing mall signs. As the course difficulty increases so does the amount of tricks needed to progress. You're supposed to be a pro, remember!

## Get your bearings



After you've unlocked a level you can skate in several different arenas, from grinding the escalators at the shopping mall to street courses where you can jump and grind moving cars. Be careful though!



Next... BUZZ



## Selecting set-ups



After selecting your skater you can choose a set-up. From deck design to types of wheels and trucks, the combination you choose will affect the handling and performance of your skating, so choose wisely, young skater!







## JET SET RADIO RULES!

Described as **Tony Hawk's Skateboarding** meets **Crazy Taxi**, **Jet Set Radio** is just about the coolest videogame we've ever seen. You control one of two rollerblading graffiti artists, out to pull the biggest tricks and 'tag' their art all over the game's massive city. They'll have to watch out though, cos the cops are on their case! **Jet Set Radio** should hit the UK this Autumn.



# BUZZ

out in Japan they've been having their Spring game show - and guess which game machine was the star? Dreamcast had it all. Check out these new games!

TOKYO



The graphics are amazing - Sega's come up with a new way of drawing characters, so that they look more like 2D cartoon characters. It's like watching moving graffiti!

As you race around the city you can leave your graffiti 'tag' on certain walls. We're not sure what happens in the game when you do this, but cos it's illegal we reckon the cops will be after you!

Some of the stunts and tricks in **Jet Set Radio** are simply amazing, with the bladers leaping from high platforms and walkways. You race from checkpoint to checkpoint across the city.





# Online superstar

Let's all play together!

Phantasy Star Online is a space-age roleplaying game that, if all goes to plan, you'll be able to play through your modem with people from all over the world. Players from America, Japan and Europe will be able to team up to fight monsters and solve puzzles. And the graphics look fab!



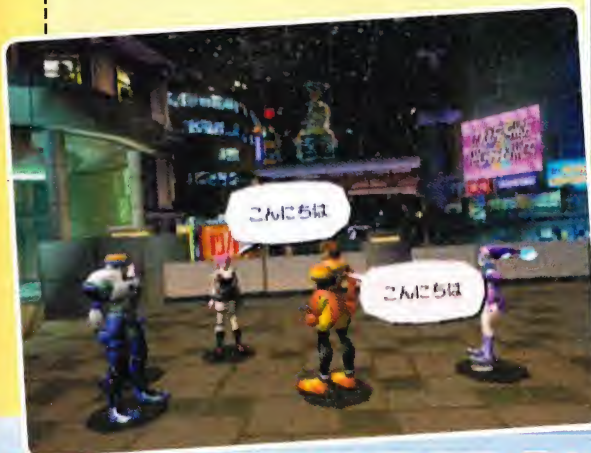
## NEWS BITES

Powerful cash!



When **Power Stone 2** comes to DC this year, it will feature a new Adventure mode.

You must collect money as you fight through the levels, and then use it to buy new weapons and other items (banana skins!) from an in-game shop. Exciting? You betcha!



# TOYOTA GAMESHOW 2000 SPRING

# トヨタゲームショー2000春

## Namco drills in

They made Soul Calibur, but this is different



The guys who made **Soul Calibur** have decided to give us something different.

In **Mr. Driller** you dig down through coloured blocks to the bottom of a hole. But if three or more blocks of the same colour connect they burst, so all the ones above fall down. We've played it and it's loads of fun – should be here this summer, hopefully.



## Speaking Shenmue



This isn't really a Tokyo Game Show story, but Nathan from Kettering wants to know when the epic RPG **Shenmue** is coming out.

Well, a new version was recently shown in America, complete with English speech. So it should make it to the UK around Autumn.



## SAMBA DE AMIGO - IT'S MARACAS!

If you thought Sega Bass was crazy, this maraca 'em up will pop your head...

You can already buy lightguns for *The House of the Dead 2* – now *Sega Bass* is coming with a fishing rod! And Sega is working on plenty of other weird controllers. These pictures show the crazy maraca controller and dance pad for loopy rhythm-and-shaking game *Samba de Amigo*.

The game is currently due to be released in the UK in the Summer, but there's no news yet whether the maracas and pad will be released as well. You better start saving your money if they are though. In Japan, the complete package of the game and the controllers costs a whopping £80!



You dance on the mat and shake the two maracas in time to the action. When those circles on the screen light up you must shake the sticks at the same time

## SAIL THE SKIES IN ETERNAL ARCADIA

Another mind-blowing RPG shown at the Tokyo Game Show was *Eternal Arcadia*, which is being made by Sega. The most interesting thing about the game is that you get to fly pirate ships through

the sky, visiting different islands and having huge aerial battles with other ships – wicked or what?

*Eternal Arcadia* already looks like a hit – so c'mon Sega, get it finished soon!



Bonkers or what? You fly these giant ships between floating islands in the sky, and get into battles too!



## NEWS BITES

### Tokyo Highway Challenge 2

We weren't big fans of driving game *Tokyo Highway Challenge* – mostly cos it felt like driving a boat. This sequel is supposed to have better handling, loads more cars and a bigger track. Hmm...







## Grandia II

It's just like Final Fantasy but it's coming to DC. Cool!

There are now loads of roleplaying games (RPGs) being worked on for Dreamcast and **Grandia II** is looking like it could be one of the best. Set in the land of Granaciff, you start off as Ryudo, a 17-year-old monster hunter, out to rid his land of evil. There are

three other playable characters and loads of giant baddies to battle. But to win through you'll have to collect experience points and level-up your weapons and magic spells. It'll take 50 hours to finish as well, so **Grandia II** should certainly keep you pretty busy!



In **Grandia II**, you can collect up to four characters and run around magical lands having cool adventures and fighting off huge snakes and other flying beasts

## NEWS BITES

Ferrari races on?



There's a big, big rumour going round that Acclaim (which did **TrickStyle**), will use its rights to make Ferrari videogames to bring Sega's super-hard arcade game, **F355 Challenge**, to Dreamcast. We'll know for sure soon.

Disney Racing in more Buzz...



## New things to plug into your DC!

**Name** ISDN adaptor  
**What is it?** A faster way to connect to the Internet  
**What does it do?** ISDN is a high-speed modem, so that when you're on the Net with your DC it all happens a lot quicker

**Name** VM MP3 player  
**What is it?** A big VM that you play music with  
**What does it do?** MP3 is the name for music you download from the Internet. Use the new VM to store and play it!

**Name** Phone adaptor  
**What is it?** Connects your mobile to your DC  
**What does it do?** We don't think this will come to Britain, and Sega isn't saying how it works yet. Mobile text messaging?



## Commandos on DC



**Commandos 2** is an amazingly detailed strategy game based around World War II. You control a squad of, um, commandos who must complete a stack of stealthy missions. The first game was a big PC hit, so we're hoping the sequel will be even bigger on DC!



## NEWS BITES

### Street Fighter heads online

After waiting for ages for more games with Internet support, Capcom's **Street Fighter Alpha 3** (reviewed last issue) is set to make use of Dreamcast's modem. The decision to add online stuff to **SFA3** came at the last minute, with review copies of the game lacking the necessary bits and pieces.

**Street Fighter Alpha 3**'s online mode allows players to



upload saved game files to a special **SFA3** website. The Capcom site will then analyse the information sent and judge how well you have done if you've reached a certain level of expertise, the site will alter the parameters of the game, making it even harder and unlocking a number of hidden characters.

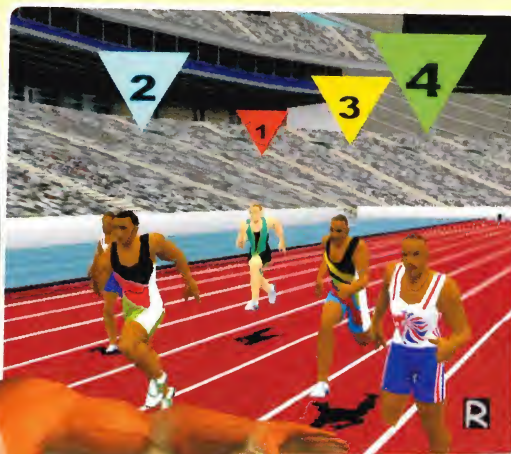
The information is also saved to your VM, which means that players can continue to get better and keep updating the game via the website.

Capcom is now considering a similar idea with its conversion of **Giga Wing** to Dreamcast. **Giga Wing** is a fast-paced shoot 'em up based on another Capcom arcade machine and hopefully it should have its own website ready for June.

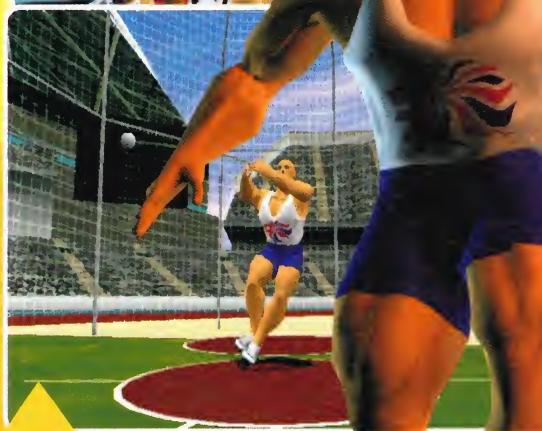
# Sydney 2000

Are you good enough to win gold? Find out in this Summer's olympic-sized game

## NEW GAME



There's going to be a top-notch DC game released at the same time as this Summer's Olympic games in Australia. In **Sydney 2000**, you can compete in tonnes of different events from the high jump to canoeing. There are several game modes too so you can either be an athlete yourself or train a team. Button-bash your way to win Olympic gold!



They guys who are making **Sydney 2000** also whipped up **Rollcage** on PlayStation, so we reckon they know what they're doing. Roll on Summer, right?

## ON OUR VM THIS MONTH

Mr. Dreamcast has been mostly playing...



**Wacky Races** The Creepy Coupe is our fave vehicle. It's got dragon power you know!

**Tomb Raider: The Last Revelation** Those puzzles really get you thinking. It's gonna take a while to finish

**Tony Hawk's Skateboarding** Grinds, ollies and grabs

**Soul Calibur** Still the guv'nor of Dreamcast games

**Resident Evil Code: Veronica** It's even scary when you're playing it in Japanese!

**Crazy Taxi** Got an 'A' license yet?

**ChuChu Rocket** It's going to be the first online. But who's going to be the first Euro Champion?

**MDK2** It's really hard so make sure you check out Mr. Dreamcast's tips this month

**Tech Romancer** Crazy robots fighting each other

**Internet Surfin'**, surfin', surfin' Have you checked out [www.mr-dc.com](http://www.mr-dc.com) yet?



## WALT DISNEY WORLD QUEST



Starring a couple of Walt Disney's most loveable characters, the ultra-cute pair of chipmonks, Chip and Dale, **Walt Disney World Quest: Magical Racing Tour** is a crazy car game set to hit our

Dreamcasts sometime this summer.

Up to four players can compete in bonkers Mario Kart 64-style races (two more than in the PlayStation version), or battles.

In the oneplayer game you have to find the pieces of the Disney World fireworks machine, as Chip's gone and blown it up after jamming it with acorns.

There's only eight tracks to race, so we're hoping the gameplay is pretty hot.



Fourplayer fun in Chip and Dale's nutty game

## NEWS BITES

### Total chaos



If **Tomb Raider: The Last Revelation** was a bit tame for you, then maybe **Urban Chaos** will be more your bag.

You control future-cop D'Arci Stern through 30 stealthy missions with a whole city to explore. Out later this year.

## Sega Summer release schedule

start saving your pennies now, cos this is what we've got to look forward to

WHAT'S THE GAME?	WHAT'S IT ABOUT?	MAIN CHARACTERS	WHEN'S IT OUT?	HOW MANY PLAYERS?	WHY SHOULD I BUY IT?
CHUCHU ROCKET		A mad puzzler with space cats and mice	May	Four	It's DC's first online game and it's brilliant
SWWS EURO EDITION		European football teams	May/June	Four	Everyone likes footie, especially when you get to beat Man UTD
ECCO THE DOLPHIN		Ecco the Dolphin (surprising eh!)	June	One	Cos it's Ecco the Dolphin and we love Dolphins
TIME STALKERS		The blue-haired hero Sword	June	One	It will take you ages to finish and there are four VM minigames too
ZOMBIE REVENGE		Stick Breittling, Linda Roita and Rikiya Busujima	June	Two	It's been delayed so Sega can add loads of cool online features
METROPOLIS STREET RACER		Racing in London, San Francisco and Tokyo	July	Two	Cos you can speed around Buckingham Palace at high speed
SPACE CHANNEL 5		Dance and shoot in a rhythm action game	Summer	One	Michael Jackson appears as a bonus character. Weird
MAKEN X		It's a very strange sword-based firstperson game	Summer	One	Despite its strange plot, it looks really good

Hey, it's Lara on the telly!



### Mini-me racing

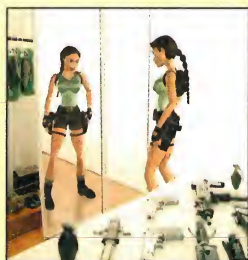


Last month we told you there was going to be a cool Austin Powers game for Dreamcast, and here's the first image from it. Called **Mojo Rally**, the game will feature the film's characters racing around 15 locations. And one track's on the moon. Groovy Baby!



# NEWS

Lara croft - the director's cut!



Proving how happy it is about **Tomb Raider**, Sega is spending a whopping £1 million on a cool TV advert. The theme of the ad is how the 'Dreamcast beauty treatment' makes Lara look more beautiful than she does on any other console - or on PC.

Mr. Dreamcast's special agents have discovered that the original ad took the mickey out of L'Oreal's beauty ads - as done by Friends star Jennifer Aniston. Those adverts end with Jennifer saying, 'Because I'm worth it'. In her ad, Lara was going to say 'Because I'm Lara'. But at the last minute Sega bottled it and cut that part of the advert.



## Galleon

It's pirates ahoy!



If you haven't heard about **Galleon** yet, it's time you did, because this high-seas adventure will be making a big splash on Dreamcast this year.

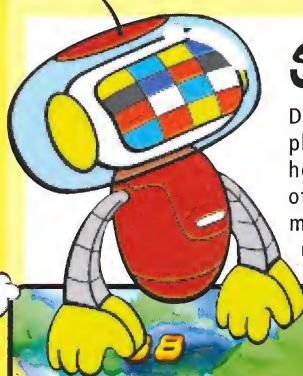
Created by two of the main fellas who made **Tomb Raider** (see page 53 for an interview with one of them),

**Galleon** is a massive 3D pirate

adventure. A famous captain called Rhama (above middle) is summoned by a healer to see a mysterious object. Taking off with the healer's daughter, Faith (above left), and meeting bodyguard Mihoko along the way, he must visit six different islands to discover the object's secrets.



From what we've seen of **Galleon**, it should be a really atmospheric, thrilling adventure to play



## SUPER MAGNETIC HERO?

Developed by Genki, this beautifully-drawn platform action game stars a kid with a magnetic head called Neo. Instead of north and south poles of magnetism, the game features pink and blue magnetism, with Neo able to change his polarity using the red and blue buttons on the controller.

This means he can stick to surfaces and repel the magnetic baddies. Apart from some odd magnetism ideas, the overall level design is quite weak which makes it a bit predictable. But if you liked **Crash Bandicoot** on the PlayStation, this could be your kinda game.

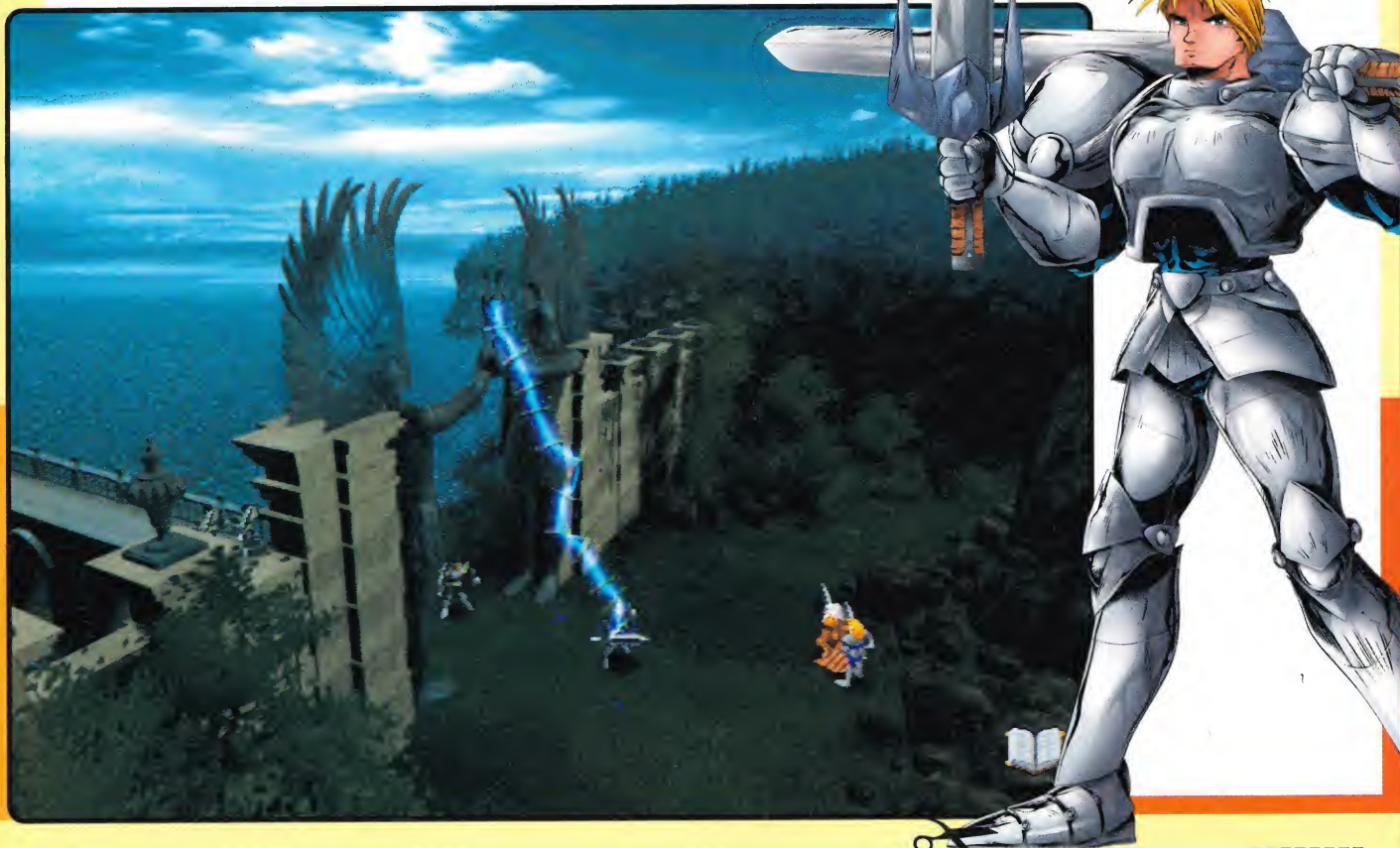


Imagine having a massive magnet for a head - you'd never have to pay for the bus again - just run up and stick on to it!



## IS SILVER SHINY?

After a less than successful release on PC, the fantasy adventure **Silver** is being changed to ensure the game is a hit when it comes to DC. One of the differences is that now you can directly control the movement of your character using the analogue stick. In the PC version, you had to use a mouse and click where you wanted to go. The fighting system has been improved too. Expect to scrap with plenty of goblins!



## Goodies



**ChuChus** Let's all save the cute little mice

**DOA2's Lei Fang** She's so fast it makes us giddy

**Everybody who bought Mr.DreamCast**  
We really, really like you

**Sword from Night Stalkers**  
He's the group leader

**Ms Croft on telly advertising Dreamcast**  
Cos she's Lara



**Dick Dastardly and Muttley** They maybe a bit bad, but we still love 'em

**VMs** Why do the batteries run out so quickly?

**Shwang Shwing**  
MDK2 baddy is the coolest dude on DC

**Caspár's computer** it made a funny noise and stopped working. D'oh!

**KapuKapu** Clear off and stop eating our ChuChus



## Baddies

## Hyper Mart!

**Buy buy buy! Sell sell sell! It's Classifieds corner, baby...**

Got something to sell or swap? Desperate to get hold of a particular game? Wanna get matey with other Dreamcasters? Need a place to advertise your fanzine or website? Friend, you've come to the right place. Simply write your ad on the form below (or use a photocopy if you don't want to cut up your copy of **Mr.Dreamcast**) and we'll print the ad in the earliest available issue. Please write your ad in the boxes to the right using your clearest block capital handwriting. Keep one word to a box. Remember to include either your address, telephone number (with dialling code) or email address so people can get in touch.

Name \_\_\_\_\_ Please put my ad in the following section (please tick)

Date of Birth \_\_\_\_\_

Address \_\_\_\_\_

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Consoles for sale ☐

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**Send your completed form to: Hyper Mart, Mr. Dreamcast, Magical Media, 46-47 Britton Street, London, EC1M 5UJ**

**The Rules:** We'll only print private ads. Trade ads will be thrown in the bin. Ads for pirate software are illegal. Please get your parent's permission before placing or replying to ads and make sure you're allowed to include your home phone number or address. And remember, we can't be held responsible for any loss of property or money.

MRDC02 MAY



# UK charts

1



**Tomb Raider TLR**  
Eidos  
Weeks on chart 1  
It's what's-her-name

2



**Crazy Taxi**  
Sega  
Weeks on chart 5  
Still on a fast cruise

3



**Rayman 2**  
Ubi Soft  
Weeks on chart 2  
Bouncing to the top

4



**NBA 2000**  
Sega  
Weeks on chart 2  
Slam dunkin' action

5



**Legacy of Kain**  
Eidos  
Weeks on chart 5  
Still haunting your DCs

6



**Tee Off**  
Acclaim  
Weeks on chart 4  
It's golf, but it's cool!

7



**Soul Calibur**  
Namco  
Weeks on chart 18  
Will DOA2 knock it out?

8



**WWF Attitude**  
Acclaim  
Weeks on chart 21  
Surely not!

9



**Sonic Adventure**  
Sega  
Weeks on chart 24  
We love it

10



**Extreme Wrestling**  
Acclaim  
Weeks on chart 2  
Why why why?

# Violent videogames

Channel 4 reckons games make you violent. We checked it out

When a Channel 4 documentary acted like the olds, banging on about how violence in computer games is bad, their crafty experiment found that 50 British school children became more aggressive after playing a violent computer game. What on Earth are they going on about? Mr. Dreamcast asked a couple of gamers who really know the score, **NBA** fanatics and new recruits to the Dreamcast world, Philip (11) and Johnathan (9) – he's on the left – if they ever felt angry after playing, or thought about zapping their mum with green gunk.



## Deadly Skies (Elspa 11+)

Take control of the dangerous skies and strike out aboard A-10s, MiG 29s, and even the legendary Blackbird

**Jonathan:** "Your mission is to kill the bad planes, but the game is more difficult than that and I don't think it's violent because you don't see any people die."

**Philip:** "I think this is a bit violent and would be for 11 year olds."

## Fighting Force 2 (Elspa 15+)

Undercover assassin Hawk Manson investigates and eliminates

**Philip:** "It's not scary, though I do feel excited if I get more money."

**Jonathan:** "In a way it makes me feel excited but, anyway, I prefer playing sport games than fighting adventure games."

## Mum's opinion: Lesley Stainer

The only one I have a problem with is **House of the Dead** because it's real-looking blood and guts. I'm confused about whether the rating is for content or ability – there are some nine-year-olds that are wizards on the game and could play a game for a 15-year-old."

## House of the Dead 2 (Elspa 15+)

Manage the impossible and kill the undead

**Jonathan:** "I didn't tell my mum that I played this at an arcade because she wouldn't like it. It is scary when the zombies come straight at you and you have to react quickly."

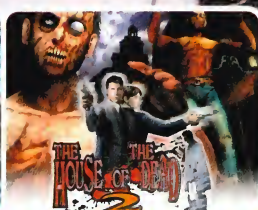
**Philip:** "It's horrid, but I like it! I see why my mum doesn't like it. It's quite a good game but you'd quickly get bored shooting at zombies."

## Incoming (Elspa, all ages)

Go all-out against alien spacecrafts

**Philip:** "It's ok, but it's for any age group which makes it not very exciting to play."

**Jonathan:** "All we're doing is flying around and I think it needs a mission."



This is the selection of DC games we thought Philip and Jonathan should check out. **Deadly Skies**, **Fighting Force 2** and **Incoming** are all war-type games, while **The House of The Dead 2** is pure shooting craziness!



Mr.Dreamcast's

# MASSIVE COMPETITION

## YOUR CHANCE TO WIN HUNDREDS OF POUNDS WORTH OF PRIZES

We've gone competition crazy here at Mr. Dreamcast. You gotta be in it to win it, so hurry up and get scribbling



### TEN AIR PRESSURE ENGINE AIRHOGS

These **Air Hogs Sky Shark** planes perform awesome ariel stunts and can fly over 100 metres with no fuel or batteries! You just pump it up and the air pressure engine does

the rest. To win one, just answer this question **What is the name of the airplane in Wacky Races (previewed on page six)?** Send your answers to, **Air Hogs Competition,**

Mr. Dreamcast, Magical Media, 46-47 Britton St, London EC1M 5UJ.

The first ten correct answers pulled out of the competition hat will win. Good luck!

**WIN!**

### TEN PAIRS OF BATTLING DIGIMON



From the makers of Tamagotchis come the fighting Digimons (or Digital Monsters). You must feed and train them up then battle with your mates to make a super ultimate monster. To win a pair of Digimons, just tell us what you would name them if you won. Answers to I'd call them... **compo,** Mr. Dreamcast, Magical Media, 46-47 Britton St, London EC1M 5UJ

### FIVE DREAMSTATIONS

Do you get sick of your mum banging on about tidying up? This'll keep her quiet! It's a cool storage case to keep your Dreamcast in. Stick it under the telly and it looks well smart. Just answer this question: **Which three things would you take with you if you were going to live on a space**

**station for a year?** Send your answer on a postcard to, **DreamStation Compo,** Mr. Dreamcast, Magical Media, 46-47 Britton St, London EC1M 5UJ. The funniest five answers will win.



The Rules Closing date for entries is 30 May 2000. Only one entry per household - people who send in multiple entries are sad and we'll ignore you. The judge's decision is final, and no correspondence will be entered into.



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TIME STALKERS



# Mr.Dreamcast's Club zone

Welcome to the best club around! Getting involved is easy so dive right in...

## MDK tips

Stuck? Losing? Frustrated? Don't sweat it – we're here to help

## Red Dog guides

Get through the next two levels of **Red Dog** with our special maps. It's a tricky game but we make it easier

## Free time

Take time out from your joystick! Join the Art Club, stretch your brain with our puzzles and catch the latest installment of The Pool. It's all here

## NeoGeo Pocket

Two jam-packed, fun-packed pages devoted to the cutest, funkiest little handheld around

## Top 40

It's Mr. Dreamcast's hit parade! The 40 best games rated and slated so you won't waste your wonga

## Tech-know

Here comes the science bit! We explain all that techno-babble

## Say hello to...

...Toby Gard. He's the videogame artist behind **Tomb Raider's** Lara Croft. Wanna find out how he got his job? We reveal all

## Surfin'

Help design a game online, the best of the Web and loads more

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# Mr.Dreamcast Tips



Stuck? No worries! The Mr. Dreamcast team is here to help. This month we tip the opening levels of MDK2 and reveal more superb Red Dog maps

## MDK2: level one

The game's main man, Kurt, is a long-range fighter who wears a coil suit equipped with a built-in sniper rifle



### CHOOSE YOUR POWER-UP

The bottom-right of your screen displays all your powerups. The Super Chain Gun upgrades Kurt's standard gun, while the Cloak hides you from the aliens. Grenades are powerful but slow to throw so be careful when you use them. However, the Dummy Decoy attracts all the enemy's firepower, and this gives you time to hit them with grenades!



### USE THE RIGHT SNIPER AMMO!

Kurt's most powerful weapon is his sniper rifle. To complete the level you have to be quick at using it and selecting the right ammunition. When in Sniper mode, the left-hand side of the screen shows the ammo. On level one the power-ups are (from top) Sniper Mortar, Homing Sniper Shell and Sniper Grenade. The Mortar is used to blow up the domes, the Homing Shell homes in on enemies, while the Grenade is great for taking out the boss.

### LOB A MORTAR

Using your sniper rifle to fire mortars into the open tops of the alien domes is one of Kurt's trickiest skills to learn because the shells fly very differently from bullets. Instead you have to aim really high and lob the mortars into the holes. Make sure you adjust your aim using the bullet camera in the top-right-hand of the screen. After a bit of practise it becomes easy!



### BEWARE PLANES!

In the big open area on top of the aliens' minicrawler, you'll be attacked by five fighter planes. They can be mean, so make sure you shoot down at least four of them before trying to mortar the domes, or they'll catch you in crossfire. Also, if you fall off the platform, you'll crash down to Earth – so be careful and always makes sure you know where the edges are.





Above: An alien generator – shoot it before it makes more enemies  
Right: Snipe the blue balls to open doors and operate machines

## KURT'S KEYS

Most of the doors in level one are locked. To open them, you have to find the locks and shoot them with the sniper rifle. The locks are blue balls hidden somewhere in each room. But they're not just used for locking doors. Sometimes shooting them will start machinery working. Other key items are the alien generators. You should destroy them as soon as possible or they will create more aliens to get you.

Max and Doc still to come



## Be in control

Getting to grips with Kurt's joypad

### LEFT TRIGGER

A quick pull will make Kurt jump. But if you hold the trigger down, his ribbon chute will open, which is useful for gliding and stopping a fall

### ANALOGUE STICK

This controls the camera. Pull back to see what's on the ceiling and push forward to see what's over the edge. Left and right rotates Kurt

### THE D-PAD HAS TWO MODES

Normally the d-pad is used to select your power-ups. Left and right lets you cycle through items while up uses them. Down puts Kurt into Sniper mode. In this mode, left and right cycles through ammo. Pressing down again takes you out of Sniper mode



### RIGHT TRIGGER

This is used for firing the selected gun – either the sniper rifle or chain gun

### 'Y' BUTTON

Move forward. In Sniper mode it zooms in

### 'B' BUTTON

Strafe right. This moves Kurt right without turning him, so he sidesteps and continues to face forward.

### COMBINATIONS

The 'A' and 'Y' buttons can be used with the 'B' and 'X' buttons to move diagonally

### 'X' BUTTON

Strafe left. This moves Kurt right without turning him, so he sidesteps and continues to face forward. You can still strafe while in Sniper mode

### 'A' BUTTON

Move backwards. In Sniper mode it zooms out



## HANZ - THE BOSS

At the end of the first level, you come to grips with Hanz, the pilot of the aliens' minicrawler. To defeat him, you have to go through three main stages.

1. After sniping the two floating locks, there are four more in the rotating machine's centre. Keep strafing to avoid its lasers and snipe when it stops firing.
2. The machine opens, revealing another lock in its centre.
3. Take it out and you can see Hanz in the cockpit. Hit him three times and he jumps out to get you. Now, use your power-ups and let him have it!



You'll have to keep moving and be a superfast sniper to defeat the first boss. But remember that there are two +50 health power-ups in the arena so make sure you use them both

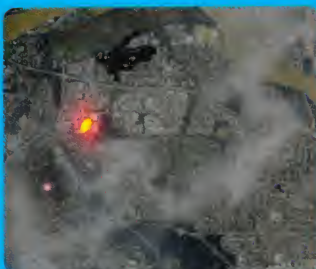






## MINIGAMES

Each of the levels has a special minigame to play. These just use simple movement controls but are hard because you die very quickly if you're hit by a bullet, asteroid or mine. You'll probably need to have several attempts at finishing them. We found the Chuckleberry Finn minigame particularly tricky. Thankfully though the minigames are pretty short in length.



Left: In the first minigame, you must avoid the aliens' bullets as Kurt falls to Earth. Middle: There's an asteroids-style game for the start of level two. Right: In level three, you get to control Chuckleberry Finn, Dr. Hawkins' fish. He has to swim through mines to switch on the emergency over-ride

## MDK2: level two

Max the robotic dog has four arms and smokes a cigar

### FLYING JETPACK

You get the jetpack halfway through level two and it's vital for the rest of the level. You fire it with the left trigger. As it only has a certain amount of fuel, you must find a yellow refuelling point when you want a top-up. But some are located in weird places. Below: This one's in mid-air so you must hover next to it while it fills you with fuel. It's well hard!



### MAX'S D-PAD

As with Kurt, the d-pad is used for selecting the items on the screen's bottom-right. Left and right cycles them, down selects and up deselects. Max can carry four guns at a time, so make sure that you always have all four guns selected, as when they run out of ammo Max just throws them away without automatically choosing another one. Thanks mate!



### BALL OF FIRE

The level two boss is the giant powerstation at the centre of the alien spaceship

1. First shoot off the six covers
2. Pump lead into the six holes. Each of them has a health bar and you must destroy them all to get to the next stage. Also make sure you move around the level and pick up the extra health and guns. You'll need them...
3. Now shoot the covers surrounding the core
4. The core is exposed – but you won't have much ammo or health left so be careful



The powerstation spins madly and each of its rays takes health from you so try to stay in one place and move when the rays are going to hit you. Keep your jetpack fuelled too!







There are two switches for you to activate. Then jump onto the red switch to give the Big Brain a shock. Left: There's even a teleport to make it easy!

## DOC'S BOSS

At the end of level three, you have to defeat the Big Brain alien who has taken over the ship. To do this, run up to the two giant switches at each end of the room and turn them on by jumping up when you are underneath them. Then jump onto the red switch to electrocute the Big Brain. It takes a while to knock him out so make sure you fill up on the Mr. Fizzy Pop power-ups that appear. They'll give you the energy to win.

Red Dog maps coming up...



# MDK2: level three

It's invention time with the crazily clever Dr. Hawkins

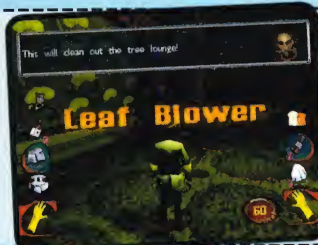
## COMBO ONE

Select a bottle of the sauce in your left hand and a dirty towel in your right. Then combine them to make an explosive Molotov bomb. "Nasty," says the Doc.



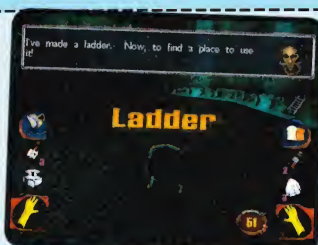
## COMBO TWO

Take the dryer in your left hand and the pipes in your right, combine them and hey presto! you've made a leaf blower. It could come in useful for clearing up a mess!



## COMBO THREE

In your left hand is a cord. In your right are the pipes. One simple combination later and a ladder is the result. It's good for climbing up things and bridging wide gaps.



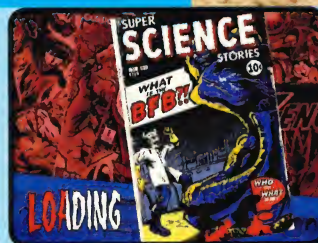
## COMBO FOUR

Combine the atomic toaster with a loaf of bread, and the Dr. has invented a powerful weapon. It fires green, atomic toast – we wouldn't want to eat it, even with jam!



## COMBO FIVE

How to stop getting sucked out of an airlock. Take a roll of duct tape. Add a magnet. Tie the mixture onto your feet. You're now safe – as long as you have your helmet on.



## DOC'S D-PAD

Dr. Hawkins doesn't have any weapons. Instead he must combine household items into useful objects. Use up and down to highlight an object and press left to put it in the Dr.'s left hand and right for his right. Now press the right trigger to combine them. If nothing happens, you'll have to rethink and choose different items to combine. But do keep experimenting!





# Red Dog guide part two

Red Dog can be a fricky old game. Steve Merrett helps you through levels three and four

With the help of these special maps, you'll have a fighting chance of getting through the third and fourth missions of Sega's classic shoot 'em up. Follow them carefully, and you'll know how to avoid the dangers – cunning, eh?

Remember, don't rush into unknown territory, practise your long-range targeting and use your additional weapons carefully. Finally, if in doubt, retreat – caution is always the best policy. Good luck!

## Mission three: Grand Canyon Docks zone

Brief: Chemical Weapon Probe Escort

The game now steps up the difficulty level with a mission involving protecting a gas missile. The cylindrical bomb moves slowly behind the Red Dog buggy and you must save it from getting blown up by the Haak forces. Easier said than done...

2

## TANK-TASTIC

Wave after wave of tanks will appear here, so make sure that you take it nice and easy and pick them off. The bomb cannot overtake you and all the time you are in front of it you act as a shield. You now reach the dock area. Take out the guarding tanks and foot soldiers and let the bomb reach the drawbridge. The drawbridge will lower, giving you access. If you die here, it also acts as a restart point.



1

## CANYON

Move past the buildings towards the double doors. The bomb will now appear and the doors will open to reveal a canyon. Take out the biggest foes first – namely the tanks and planes – making sure you stay close to the bomb so it can't be damaged. Keep an eye out for robot forces on the rocky outcrops – if they get behind the bomb they are hard to kill.



3

## MOTHERSHIP MADNESS

Move across the bridges, taking out the tanks and foot soldiers. A mothership will drop Shield Droids down, so pick them off carefully and head past the big boat to the doorway on the other side. Turn round and blow seven barrels out of the boat. Now turn to the door and move through to another door. Shoot the two green tubes in the door to pass through. This is another restart point.



4

## AVOID THE DROIDS

Inside are loads of tanks and droids. Concentrate on the tanks and then turn your attention to the droids. Again stay close to the bomb and move ahead slowly. You now enter a cave with several tight corners. Take it slowly, as Spiderbots are everywhere and will try to detonate the bomb – watch the walls for any that are hiding. You'll now come to another door with three green tubes. Blow them up and lead the bomb through.



6

## SHOOT-OUT

Nearly there! The alien ship you saw escape earlier will now give chase, so your ship opens its doors to let you see it off. Keep plugging away at the centre of the pursuing ship. Even if it is far away, keep shooting as it will still glow when you hit it. It will start to fire blue beams and a green ray, but just keep shooting, using any special weapons you have until it explodes! You've done it!



5

## CAVE, MAN

A short animation will show an alien ship escaping. As soon as the bomb is in the room, turn back and start driving out of the cave. It will warn you to get out, but race through the cave before it does so. A timer will give you 30 seconds and, as you leave the cave, a ship will drop in front of you. Go around the back of it and drive up the ramp.





# Red Dog guide

## Mission Four: Underground hydro generator

Brief: locate and destroy prototype submarine

Incredibly tough, this level mixes loads of shooting with the need for real control over the Red Dog vehicle. It can get frustrating, but take your time and make the most of the power-ups that are around – you're going to need them...

### 1 HOMING MISSILES

Smash through the gates and head into the drained dam. To your right there's a handy batch of homing missiles worth collecting. Now move back round towards some huge robots and planes. Use the homing missiles to take them out and move towards the turrets that guard the tube into the lower levels. Avoid the spinning blue beams as you go through.



### NUKE 'EM!

Avoiding and shooting the Spiderbots, you can go left or right around the hexagonal lair. It doesn't matter which, but watch for Spiderbots crawling out of the walls. Try to save the Nukes as four huge robots are guarding the exit to this area. Use a Nuke to rake them all out at once. Enjoy the explosion and move into the tunnel.



3

2

### SPIDERBOTS

You'll be dropped into a room with one main door that closes as you approach – it's Spiderbot time! Keep moving to avoid their electro-beams and detonate the crates and barrels. The door will open to reveal a droid – aim for his head. Pick up the Nukes he leaves behind.





5

## TURRET TIME

Take out the guns and turrets and blow up the turret on the floor. Drive along one of the pipes to reach ground level. Head for the big red arrow and a cut scene will show you driving onto a raft. Blow open the gate in front and accelerate through the route ahead. Take out the mines and avoid the electro beams before meeting the submarine.



6

## SUBMARINE

The sub appears in front of you, so pepper it with missiles. It'll let out loads of missiles, but just take out the ones that come close. After a while, it'll release floating mines – which must be avoided. This routine continues until the energy bar is depleted whereupon the sub explodes. The door to the exit opens, so head through it and you'll disembark the raft. The base is starting to flood, though, so beat the tide by repeating the old trick of thrusting up the edge of the walls. Use the orange lines as markers. Now go through to the final room and freedom!



4

## BIG BOWL

This bit is really difficult, so you'll need to practise. As you leave the tunnel you'll drop into an enormous bowl. The only way out is to position the Red Dog within the orange stripes. Keep accelerating in short bursts and you'll be able to inch up to the top before gathering speed. Now you need to take the heavy artillery out that greets you at the top with a Nuke. The door will now open to the power plant.





# Free time

Take a break from all that button-bashing and get busy with our activities pages

## Mr. Dreamcast's gallery

Send your artwork to: Free time, 46-47 Britton St, London EC1M 5UJ



Name Jane Bennet  
Age 13  
Character Roofus

Name Tommy McGowen  
Age 12  
Character Rayman

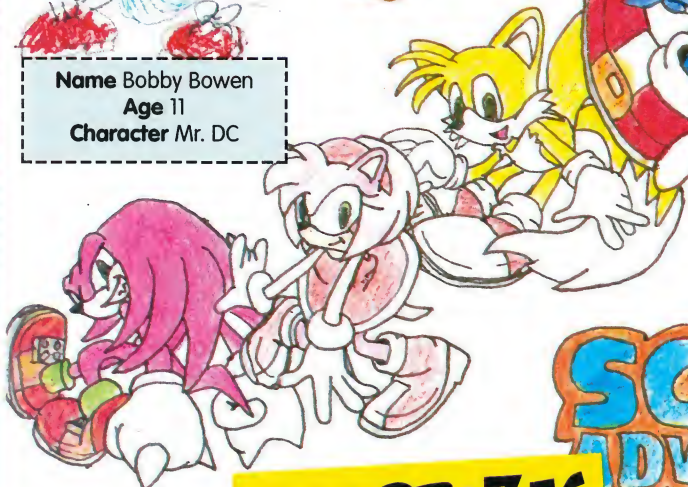
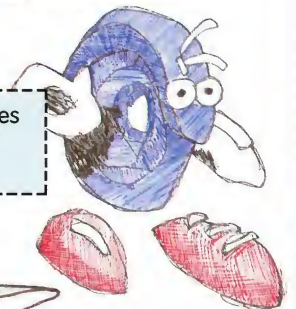


Name Jamie Blackwell  
Age 14  
Character Muttley



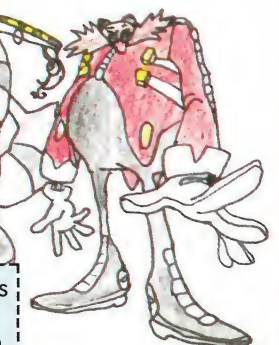
Name Bobby Bowen  
Age 11  
Character Mr. DC

Name Theresa Stokes  
Age 10  
Character MrDC



**SONIC  
ADVENTURE**

Name Jonathan Hawkins  
Age 15  
Characters Sonic and co.

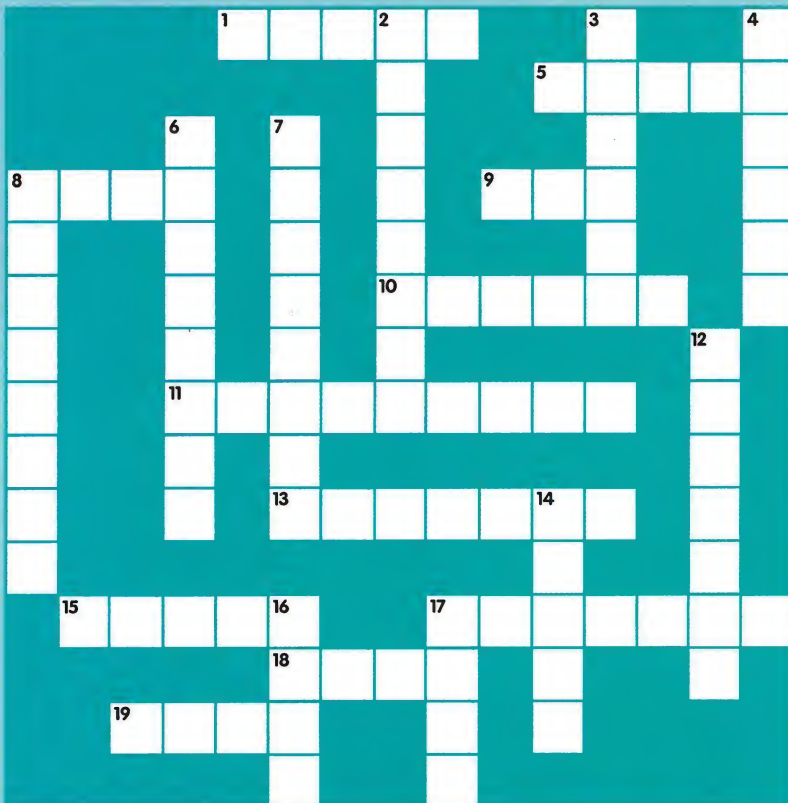


**WIN PRIZES**



# BUMPER CROSSWORD

Use the clues on the right to fill in the spaces. All the answers can be found somewhere in the magazine and some are easier than others, so good luck!



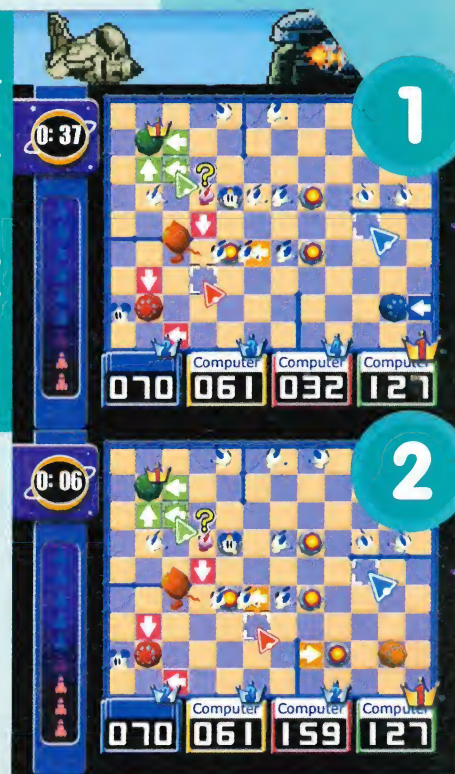
## Across

- 1 \_\_\_\_\_ Races. The top racing game previewed on page six (5)  
 5 Just one of the cities you can race through in **Metropolis Street Racer**, previewed on page 16 (5)  
 8 \_\_\_\_\_ Drive. Sega's oldskool 16-bit console (4)  
 9 This'll help you get through **Red Dog** on page 40, and help you find your street too! (3)  
 10 A place you go with your mates to play coin-op games (6)  
 11 Cute Japanese roleplaying game – see page 64 (9)  
 13 Samba shakes these in the bonkers **Samba De Amigo** – see Buzz (7)  
 15 Tony \_\_\_\_\_ 'Cool skateboarding game previewed on page 20 (4)  
 17 You pull this on your joypad when you play your favourite shoot 'em up (7)  
 18 Everyone's favourite Dolphin (4)  
 19 It's usually a slimy little critter, but NeoGeo's game is metal (4)

## Down

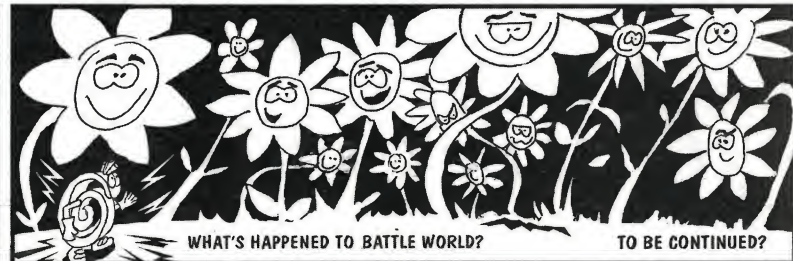
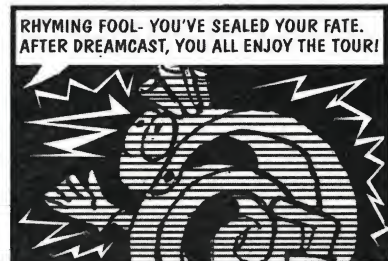
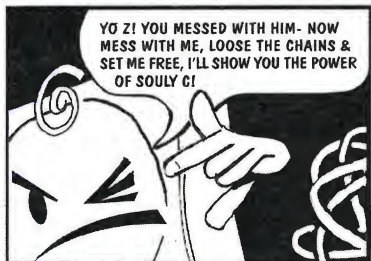
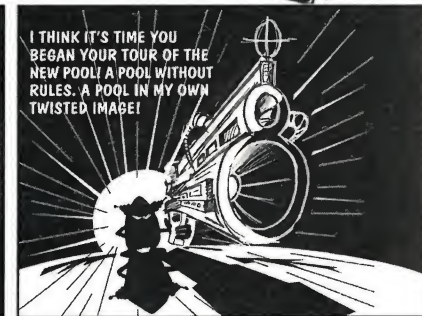
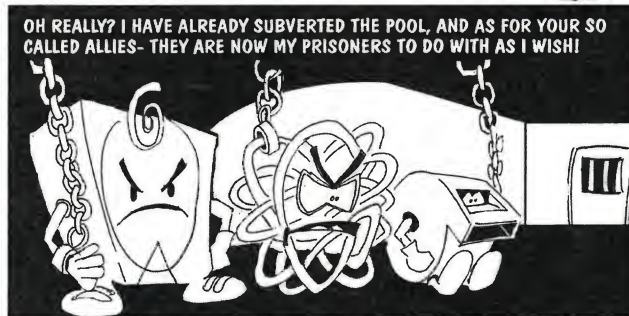
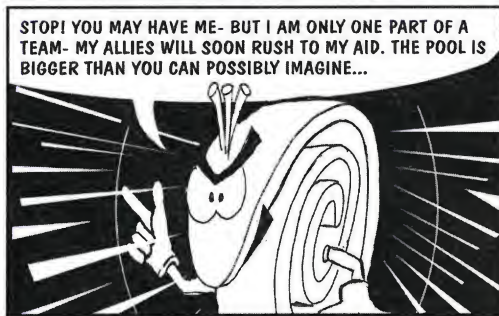
- 2 The feline dude in **ChuChu Rocket** (8)  
 3 It controls the onscreen action (6)  
 4 A creamy dessert or the helmet-wearing fella in **Time Stalkers** (6)  
 6 A pocket game such as NeoGeo (7)  
 7 **Sonic Adventure** is an example of this type of game (8)  
 8 It's smaller than a normal game! (8)  
 12 Dick Dastardly's canine friend in **Wacky Races** (7)  
 14 Dead or \_\_\_\_\_ 2. Fantastic fighting game reviewed on page 72 (5)  
 16 Dreamcast's maker (4)  
 17 First name of 15 across (4)

NeoGeo pages are up next!



## SPOT THE DIFFERENCE

Look very closely at the two pictures of ChuChu land. There are ten sneaky differences – can you spot them? We'll tell you the answer next month!





# Mr.Dreamcast NeoGeo



Two jam-packed pages dedicated to the hottest little handheld in town

## OUR FAVES

### Pac-Man



One of the oldest, golden games around, and still a star. **Pac-Man** is guaranteed to make you sweat

### Sonic Pocket



Now that it's back in the shops, you just have to pocket **Sonic**

### Metal Slug 2nd



Bigger, brighter and an even badder blast – this is one mission you've definitely gotta go on. The business!

## Metal Slug 2nd Mission

This is one slug you definitely won't want to pour salt on

Handheld games don't get much bigger than **Metal Slug**. It's pretty much a given that the original adventures of the PF Squad are one of NeoGeo's finest games. Now the second mission

arrives, and does everything that the first mission achieved – only bigger and better.

The same great horizontally scrolling platform action remains, only this time around

you get new weapons (check out that shotgun!), a new vehicle (the torpedo and Slug Sub), a new female character, and new collectable items (eat cakes and your

character swells up until you can find a suitable slimming potion).

There's tonnes of new levels, loads of hidden bits and the biggest, baddest bosses you'll ever see.

## Infomaniac

Who makes it?

**SNK**

Link cable?

**No**

When's it out?

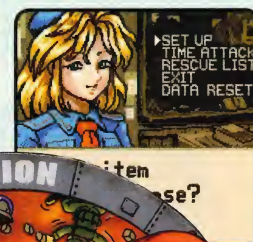
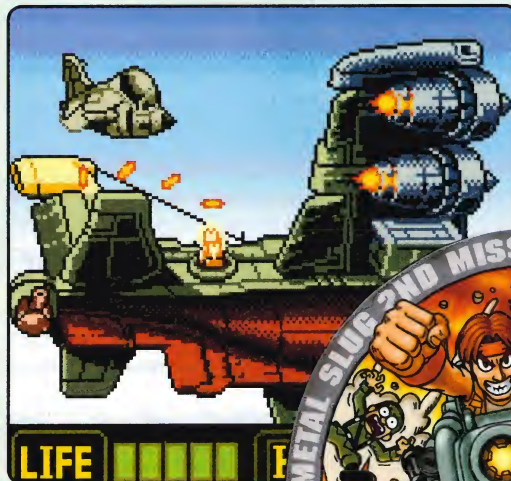
**Now**

Hit, Miss or Maybe?

**Hit!**



As well as the Metal Slug tank (left), there's a plane and Slug Sub to take into battle



Extra! Extra! Read all about it!

**Metal Slug 2nd Mission** is full of extra little bits and pieces. Once you've finished the game, you can play in Time Attack mode, which challenges you to beat the level in the fastest time possible. Better still are the game's hostages. There are dozens of them hidden throughout the game, and it's a fair old challenge to find them all. The incentive to rescue them isn't entirely humanitarian, though; some hostages can offer tips and info on upcoming levels.







**Fasalei!** – robots not in disguise. In the Command and Mission modes you can collect weapon power-ups, to use against your mates with link-up



## COMING SOON

If you fancy something a little different on your NeoGeo Pocket (cos there's been stacks of beat 'em ups), then **Fasalei!** might be it.

This weirdly named game (we can't pronounce it), is a top-down war simulation, where you control a giant robot in a futuristic battle.

There's three modes to play through – Command, Mission, and best of all, Versus, which uses the NeoGeo link cable. Cool!

Next: the top 40 hit parade



Not your every day cat fight, this one. We salute!



## SNK GALS FIGHTERS

Yup, that's **Gals Fighters** as in 'Guys and...'. There are no stinking males to get in the way of the girl-on-girl action in this beat 'em up, and any suggestion that these fighters are of the weaker sex go straight out the window the minute you load up.

There are 12 characters in the game, three of whom are hidden initially. Each character has a heap of special moves, which are activated via some familiar **Street Fighter** button

combinations. However, each of the Gals in the game has a Gal Gauge, that powers-up as you fight and defend.

When the gauge reaches its limit, you can unleash a Stock – one of several graphically spectacular special moves, with names like Pretty Burst, Big Bird Bash and, um, Flying Hole. Certainly in the upper branches of the NeoGeo fighter tree.

## Infomaniac

Who makes it?

**SNK**

Link cable?

**Yes**

When's it out?

**Now**

Hit, Miss or Maybe?

**Maybe**



## NEOGEO TOP 5

1



### Sonic Pocket

Fair play, really. Classic Sega gaming that fits in your hand

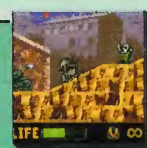
2



### Millennium Match

This 2D beat 'em up swaps places with **Sonic** this month

3



### Metal Slug 1st

With the sequel out, this won't be in the charts for long

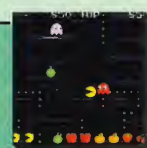
4



### Card Fighters

Kind of like **Pokémon**, only with SNK and Capcom characters

5



### Pac-Man

Still in the charts and one of Our Faves – get munching folks!

The Official UK Leisure Software Charts © ELSPA 2000

# Puzzle Link 2

This'll keep your brain buzzin'

How do they keep doing it? How do they keep coming up with new twists on the old **Tetris** formula? Once again, you're faced with the threat of several slowly descending rows of shapes (here it's Hearts, Clubs, Diamonds and Spades), and once again

you're required to stop the shapes reaching the bottom of the screen.

You do this by joining similar groups of shapes together with pipes. Connect two or more shapes and they'll disappear. Connect two shapes marked with a 'C', and the screen clears completely.

**Puzzle Link 2** has several game modes, but by far the best is Card Game mode. As you progress through the game, you'll be awarded collectable battle cards, which can be used in an all-new twoplayer game. Neat!

## Infomaniac

Who makes it?

**SNK**

Link cable?

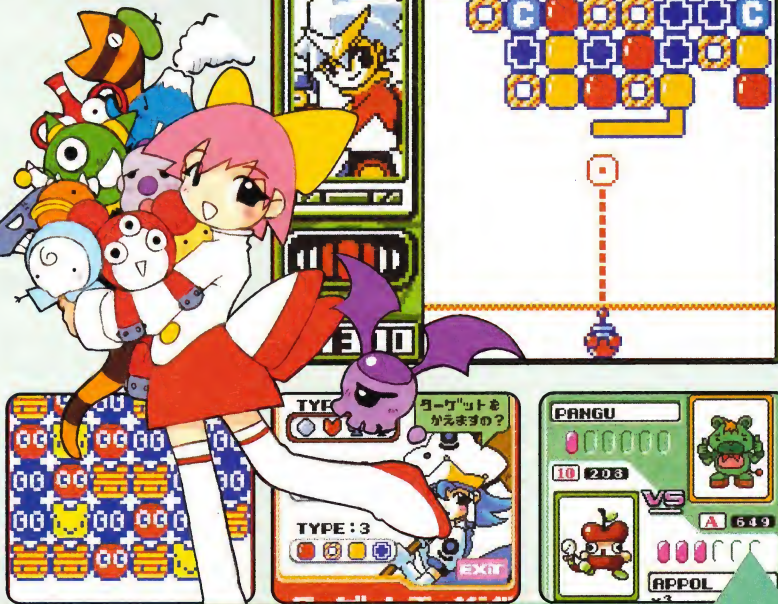
**Yes**

When's it out?

**Right now**

Hit, Miss or Maybe?

**Hit!**



Puzzle games – we love 'em – but who doesn't? **Puzzle Link 2** is yet another spin on the classic **Tetris** formula, with connected blocks falling down the screen



# The Mr.Dreamcast Top 40



With so many wicked games for Dreamcast, it's hard to know what's worth playing and what's not. Until now! This is the only list of DC hits you'll ever need to read

No.			Players	Vibra	60hz	Graphics	sound	Control	Ideas	Total
1		<b>Soul Calibur</b>		✓	✓	24	22	25	24	95
2		<b>Power Stone</b>				23	22	23	24	92
3		<b>Sonic Adventure</b>		✓	✓	24	22	21	23	90
4		<b>Crazy Taxi</b>		✓	✓	25	20	23	22	90
5		<b>TrickStyle</b>				22	20	20	23	85
6		<b>Red Dog</b>		✓	✓	23	16	23	22	84
7		<b>Ready 2 Rumble</b>		✓	✓	21	20	22	20	83
8		<b>MDK2</b>		✓	✓	22	23	17	21	83
9		<b>Shadow Man</b>			✓	20	21	19	22	82
10		<b>UEFA Striker</b>		✓	✓	19	21	19	22	81





## DIFFERENT VIEW

Have you ever noticed that some games look better when you're watching a replay rather than the actual thing? The most common of these are racing games, and it is pretty obvious why when you think about it – a car is pretty boring when you're just looking at the back of it.

Other games with great replay modes include flying games like **Deadly Skies**, and our number one game, **Soul Calibur**. Beautiful!

Numbers 21 to 40



Left: Hey, it's Top Gun! **Deadly Skies** looks a lot better in Replay mode.  
Right: **Soul Calibur** has wicked graphics whichever way you check it out

No.		Players	Vibra	60hz	Graphics	Sound	Control	Ideas	Total
11				✓	22	17	23	19	81
12			✓		19	18	22	21	80
13			✓	✓	16	21	19	22	78
14					18	19	22	18	77
15			✓	✓	18	18	20	20	76
16			✓	✓	17	18	20	20	75
17			✓		21	19	20	15	75
18			✓		20	18	16	21	75
19			✓		19	17	20	18	74
20				✓	22	18	15	19	74





Power Stone is one of the most famous DC games that doesn't have a 60Hz option, although Capcom tried hard to make a good 50Hz version

## 60Hz? SO WHAT'S THAT DO?

When Sega announced that the European version of Dreamcast would have a 60Hz telly mode, a lot of people were impressed. An awful lot more people said, 'What's that mean?' We always check which DC games have a 60Hz mode, and this is why...

It's all because Japanese tellies and European tellies work slightly differently. In Japan (and America too), the TVs have 525 horizontal

lines that are filled with the picture 60 times a second. That's pretty fast.

In Europe our tellies generally have 625 lines that are filled 50 times every second (look closely at the screen and you can see them). Although there isn't much difference between the two systems, it is enough to effect the way Japanese games look when they run on European machines.

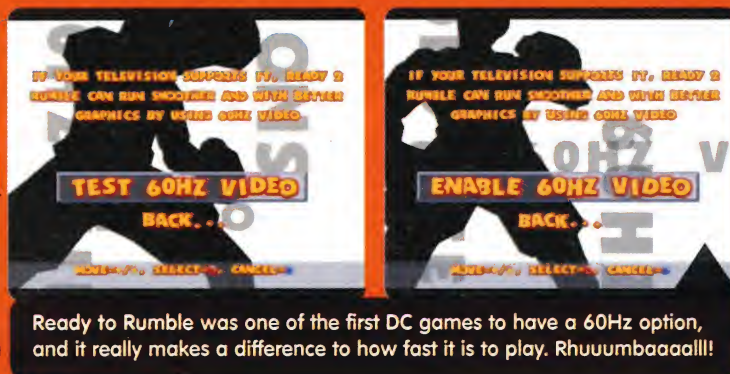
The general effects are that, a)

No.		Players	Vibra	60Hz	Graphics	Sound	Control	Ideas	Total
21			✓	✓	20	18	16	17	71
22	 NEW ENTRY		✓	✓	20	15	13	22	70
23	 NEW ENTRY		✓	✓	22	20	14	12	68
24			✓		20	18	16	14	68
25					15	15	18	18	66
26		 		✓	15	15	18	18	66
27					18	20	12	16	66
28		 			17	19	12	17	65
29		 	✓		18	17	15	15	65
30	 NEW ENTRY		✓	✓	16	15	14	19	64



the games run slower over here, and b) we get black borders at the top and bottom of our screens. It's always been hard for game makers to fix this problem – until Dreamcast.

Because a lot of new European tellies can now work at the Japanese speed, Sega's boffins made it possible to program DC games with a 60Hz option. That means we get full-speed, full-screen games, just like in Japan!



Ready to Rumble was one of the first DC games to have a 60Hz option, and it really makes a difference to how fast it is to play. Rhuumbbaaaalll!

Glossary Coming up...



No.			Players	Vibra	60Hz	Graphics	Sound	Control	Ideas	Total
31		<b>Suzuki Alstare Extreme Racing</b> The only motorcycle game on DC, so it's the best – and worst				15	17	17	14	63
32		<b>Incoming</b> Pretty graphics don't save this alien-blasting shooter from becoming a bit dull		✓	✓	18	17	11	17	63
33		<b>Fighting Force 2</b> Loads of guns and explosions as you fight through stacks of similar missions. Gets boring		✓	✓	16	17	18	12	63
34		<b>Marvel vs Capcom</b> OK, it's not 3D, but this is still a decent beat 'em up. Street Fighter III's out this month...		✓	✓	15	18	17	12	62
35		<b>Pen Pen</b> The weirdest game on DC! Race penguin-type-things over bizarre fantasy courses		✓		17	15	12	18	62
36		<b>Monaco GP Racing Simulation</b> Without a proper F1 license, you have to wonder why bother?		✓		18	15	12	16	61
37		<b>Zombie Revenge</b> Fun-for-five-minutes Sega arcade fighting game that doesn't last long at home		✓	✓	20	14	16	10	60
38		<b>Worldwide Soccer 2000</b> The best of Sega's footie games, but still only average		✓		10	12	18	17	57
39		<b>Slave Zero</b> Massive robots scrapping in futuristic cities. Big bangs don't hide how unexciting this is		✓	✓	12	13	17	15	57
40		<b>Speed Devils</b> One of those games that's not bad, just not good either. We like the T-Rex, though		✓	✓	15	10	15	15	55



# Mr.Dreamcast Tech-know

OK, listen up! This is the place to come for the science-minded among you. If you need a techy word explained, or want to learn more about your machine, Mr. Dreamcast is here to help

## The Dreamcast glossary

Some words from the Dreamcast world that you might like to learn...

### Analogue

The analogue stick (looks a bit like a plastic mushroom) is sensitive to how far you push it in a certain direction. This means a character can be made to tiptoe, walk or run – all with one control stick

### D-pad

Short for 'digital pad', d-pads are the ones that look like a cross – They're perfect for when you want to make a lot of little movements, like in a 2D fighting game such as **Street Fighter**, for example

### Firstperson

Firstperson means that you see the gameworld through the eyes of the character you're controlling, so if you're carrying a gun it will stick out in front of you

### GD-ROM

GD-ROMs hold more information than normal CD-ROMs (1000Mb instead of 630Mb), which makes them hard to pirate

### Multiplayer

Multi means 'many,' and in videogaming a multigame usually means a game that four people can play at once

### Online gaming

The term used to describe playing games against people in other parts of the country – even the world – by connecting to the Net with your DC modem. A famous PC online game is **Quake III: Arena**

### PAL conversion

The way Japanese and American televisions work (called NTSC) is slightly different to the way European televisions work (which is called PAL). This means that when NTSC games run on a PAL system two big problems arise. The first is that the screen has nasty black borders at the top and bottom, and the second is that the game runs more slowly than it was designed to do. Good programmers can make these two problems almost go away

### Pirate

A pirate is someone who illegally copies videogames (or movies or music)

### PC port

This is a game that was originally made for PC but has been converted to run on Dreamcast. You'll sometimes be able to tell which ones because a 'Windows CE' logo will appear as the game loads



### Peripheral

This is the word used for all the different things that you can plug into your Dreamcast console, including joypads, steering wheels (for driving games), lightguns (for shoot 'em ups) or the Dreamcast Zip drive that's coming out later this year

### Pop-up

Sometimes in games pieces of scenery or other background objects appear suddenly from out of nowhere. This 'popping' into view is called, erm... pop-up.

### RF

This is the standard lead that comes with Dreamcast to connect it to your TV. It has the worst possible picture and sound



### RPG

Short for Role Playing Game, the RPG has developed from old tabletop games like **Dungeons & Dragons**. In RPGs you take the role of a hero who has a huge world to explore. Along the way they often increase their powers, find new weapons, learn magic, and meet friends to go into battles with.

### SCART

The SCART connection is the European standard way of plugging videos, DVD players, and (if you're smart!) your Dreamcast into your TV. When you use a SCART connector (the DC one costs between £7 and £15), the picture and sound are just about the best you can get



### Slowdown

Dreamcast's action is usually refreshed on the TV screen 60 times every second (60fps). When a game doesn't run this smoothly we say that it's suffering from slowdown

### Thirdperson

Whereas in firstperson games you see the gameworld through your character's eyes, in thirdperson you see the action as if you are following behind them – just like **Tomb Raider**







Left: Hey, check it out – this is the original Tomb Raider on PlayStation  
Right: And this is Galleon, which is going to be a mammoth game on DC

## TOBY'S GAMES

Of the two games that Toby Gard has worked on, if you haven't heard of one – the first **Tomb Raider** – then, like, where have you been for the last five years?

His new game is **Galleon** (see Buzz for more shots), a wild pirate adventure on the high seas. For both games, Toby's designed some amazing characters, working with programmer Paul Douglas, who also made the first **Tomb Raider**.

Turn the page to start Surfin'



# Say hello to Toby Gard

Lara Croft's maker chats about how he became a videogame artist

If you've ever wondered who invented Lara Croft, then scratch your head no longer. Toby Gard, senior artist on the original **Tomb Raider** game, is your man.

After creating the famous Ms Croft, Toby left Core Design – where he'd been working – to set up a sparkling new company called Confounding Factor. Based in Bristol, he's been hard at work for over two years making a new game called **Galleon** – a pirate adventure that's gonna slam onto Dreamcast this year.

So how do you go about becoming a famous game artist? The **Mr.Dreamcast** crew tracked down Toby to find out.

**When you were at school, did you ever think you'd end up as an artist?**

I never really considered the idea of a career to be honest with you. I just got into games because I thought it would be fun. Which it is.

**"only movie stars are meant to get those, what am I doing with one?"**

**Did you do art courses at school and college?**

I did art GCSE and A-levels, then went on to do a Foundation course in Art. I found the whole experience a bit depressing. In art college these days they drive students

towards modern art before they have a chance to learn the basics. The upshot is students coming out of college creating pretentious art and knowing inside that they are frauds, since they can't draw for toffee. I

realised that I preferred commercial art where artistic ability actually still matters!

**How did you get into the game industry?**

I sent a bunch of floppy disks, filled with animations and

images I had made at home, out to some British game makers and got a job at Core Design straight away. I was shocked at how little I knew when I got there, though. In the game industry you find you have a lot to learn, fast.

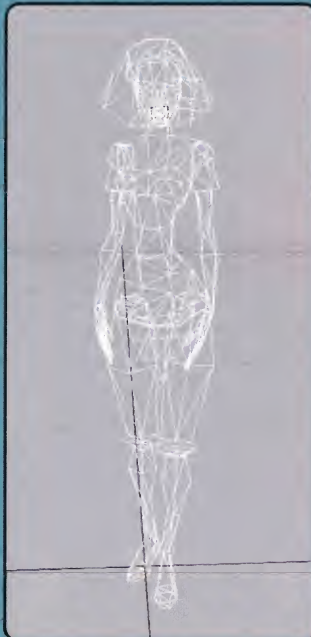
**What's the coolest thing that's ever happened in your career?**

Getting a BAFTA for Lara Croft. I thought, "Wow! Only movie stars are meant to get those, what am I doing with one?"

**Any advice for the budding game artists out there?**

Go for it – it's a lot of fun. And draw a lot!

**Galleon**



This is roughly how game characters are made. First, you do some sketches of how you'd like the character to look. Then you make a 'wireframe' model in 3D on a big PC (that's the middle picture), and gradually add coloured 'texture maps' for skin and clothes (right)



# Mr.Dreamcast Surfin'

Find out how to catch Internet waves using your dream machine



## SEARCH

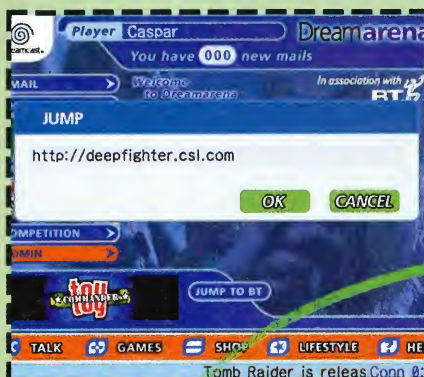
## A mint DC website

Hit the left trigger and jump to [www.deepfighter.csl.com](http://www.deepfighter.csl.com)

**Y**ou may have noticed that when you surf the Internet on your Dreamcast, loads of web pages don't seem to fit properly on your screen.

This happens because the software, (or browser) your Dreamcast uses to look at web pages is designed to work on a television screen rather than a computer screen.

Computer screens work at a much higher resolution than TVs and because most web pages are designed to be surfed from a computer, they don't fit very well on your TV screen.



## THIS ONE'S WRONG

If you're browsing the **Deep Fighter** website on a PC, you need to click on one of the buttons for surfing on a PC. But if you're surfing on your Dreamcast and you click on one of these buttons by mistake, the **Deep Fighter** site will overflow your screen and look horrible. Look at the screen above – you can't read half of it! (For the technically minded, computer screens generally display 1024 x 768 pixels, but when you use your Dreamcast your TV displays 607 x 453 pixels).

## THIS ONE'S RIGHT

When you click on the central button of the **Deep Fighter** homepage, you will enter a website specially designed for your Dreamcast. Hurrah! All the web pages are the right size so you won't need to worry about it overflowing. Compare the screen above to the one on the left – on the DC pages you can check out all the cool screenshots and excellent underwater vehicle artwork with scrolling. But don't forget to email the **Deep Fighter** team and say thank you!





## RAYMAN2

You've got to check out the **Rayman2** website cos there are three exclusive Dreamcast levels for you to play on. Point your DC browser in the direction of [www.rayman2dc.com](http://www.rayman2dc.com) and then go into the VIP area to download the bonus levels. Also on the site are helpful hints, a world map and competitions. And because the site is designed for Dreamcast, it will fit perfectly on your TV screen too. Well done Ubi Soft!

Vote to design a game online



The Rayman 2 website is great as you can download three extra levels – designed exclusively for Dreamcast – as well as check out hints and tips

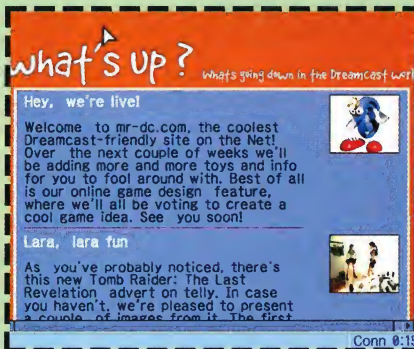
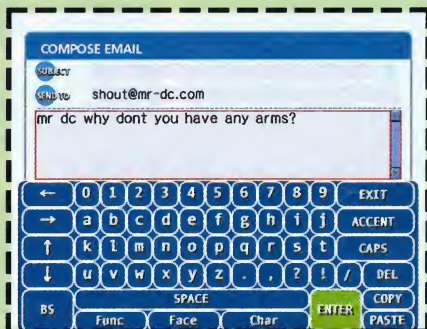
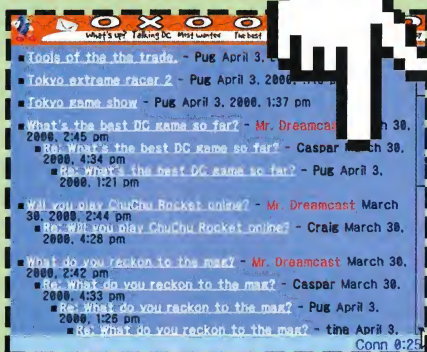
# Welcome to my home!

Simply everyone's checking out this website – [www.mr-dc.com](http://www.mr-dc.com)

**M**r.DreamCast isn't just a great magazine, it's also a fantastic website too. So to get the most up-to-date info and cool screens, make sure you come and see us online. You can also vote and tell us what your fave game is, check out the **Mr.DreamCast** Top 20 list as well as joining in and chatting with fellow DC gamers on our forums.

## CHAT AND MAIL

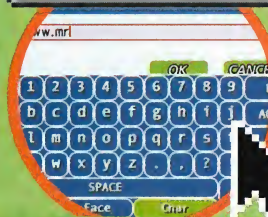
Check out the Talking DC forums. It's where you can chat to other DC gamers, find out what games people really like or even ask for hints and tips if you're stuck. You can also email Mr. Dreamcast himself with any questions or suggestions you've got about the magazine or Dreamcast.



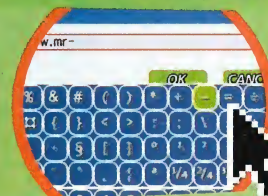
## WHAT'S UP MR. DREAMCAST?

News travels fast on the Internet and so hit our What's Up section to keep clued up about all the cool things happening in the world of Dreamcast. You can check out what games are going to be released in Most Wanted. Read all the previews, see the screens and then let us know which game is your current favourite!

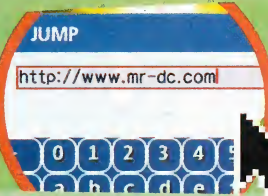
## MR-DC.COM



To get the '-' select the 'char' from the software keyboard

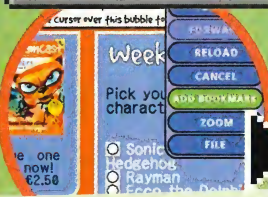


The dash you want is the one next to the '+' key

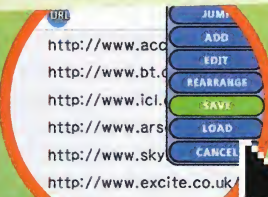


Now type in the rest of the address and away you go!

## BOOK IT



To bookmark the page select Add bookmark



Now go into Bookmarks and select Save. Easy!





# Wanna design a game?

Love playing games? Got a cool idea? Join in the **Mr. Dreamcast** compo!

**E**ver played a game and thought 'I could do better than that'? Well, now you can find out if it's really as easy as you think. With your help, over the next few months,

we're going to be designing a brand-spanking-new game.

We'll also be talking to some of the top games designers in the world to find out what they think about it. But we need

your help. We'd like you to tell us what sort of game you want to make. The most important thing to decide is what sort of game it should be. There are nine basic types – check 'em out below...

## Roleplaying games

Examples: Evolution, Shenmue



## Fighting games

Examples: Ready 2 Rumble, Soul Calibur, Power Stone, Street Fighter, Alpha 3



## Racing games

Examples: Sega Rally 2, V-Rally, F1 World Grand Prix, Hydro Thunder, TrickStyle, Pen Pen



## Sports games

Examples: UEFA Striker, NBA 2K, Jimmy White's 2 Cueball, Tee Off, Sega Bass Fishing



## Shooting games

Examples: Incoming, The House Of The Dead 2, Half-Life, Quake III, Arena



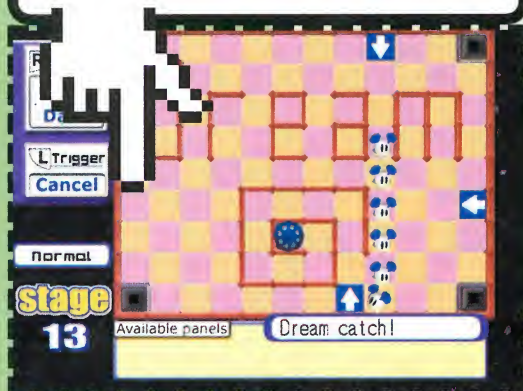
## Strategy games

Examples: Black & White



## Puzzle games

Examples: Chu-Chu Rocket, South Park: Chef's Luv Shack



## Action/Adventure games

Examples: Tomb Raider 4, Shadow Man, Soul Reaver



## Platform games

Examples: Sonic Adventure, Rayman 2



To choose what type of game you want the game to be, go to the Mr. Dreamcast website ([www.mr-dc.com](http://www.mr-dc.com)) and click on the Mr. Dreamcast game design button











## Now playing



We've got some wicked games for you this month, all carefully reviewed by Mr. Dreamcast's experts, and given the special Calcumagic™ scoring treatment so you know what's what

## SCORING SYSTEM

At Mr. Dreamcast we've come up with a cool scoring system for our reviews, known as Calcumagic™. What we do is mark games out of 100. This total of 100 is split into four categories: graphics, sounds, control and ideas. Each of the categories is worth up to 25 points...

## Graphics

We take away points if a game slows down when there's lots of things on the screen ('slowdown'), or if it has lots of big graphics suddenly appearing in front of you ('pop-up'). We add points if a game looks really terrific or does something inventive with its graphics

25

+

## Sounds

This covers all aspects of how a game sounds. Some games have terrible music and really good sound effects, or vice versa. Some game makers manage to get famous bands to put their music in a game, and if it suits the game it can make a big difference to the score

25

+

## Control

The control score covers two main things: how well thought-out the allocation of buttons to different actions is, and how well the game's 'camera' works. If you can't see the character you're controlling, it doesn't matter how good the button system is, because you'll still lose

25

+

## Ideas

There's been lots of great-looking driving games on DC, but none of them has really had any great new ideas apart from **Crazy Taxi**, so none of them rank highly. If a game is a sequel, then unless it has lots of new ideas over the original, it won't score very highly

25

=

## Total for the lot

Using Calcumagic™ we add up the four scores for each category which gives us a total out of 100. Clever, eh?

100

## ChuChu Rocket

Sega's supercool, superfast, supercolourful and supergroovy puzzle game is bonkers but lots of fun. And you can play it online!



Page No.

60

## Evolution

What's Dreamcast's first roleplaying game like? Find out!



64

## 4 Wheel Thunder

You can bounce around in funky off-road vehicles in this arcade racer. But is it too fiendishly difficult to be any fun? Take a spin...



66

## Wetrix+

Get your brolly out! We rate this soggy, oldskool puzzler



68

## Tech Romancer

Robots bashing the nuts and bolts out of each other? Nice one...



69

## Street Fighter III: Double Impact

Is the latest update of the classic fighter series any good? Check it out



70

## Dead or Alive 2

Ouch! Feel those punches! Mr. Dreamcast's team can't rave about this terrific fighting game enough. Why? Find out...



72



Mr.Dreamcast is  
Now playing



# ChuChu Rocket

Mouse mania rules! Meet the ChuChu and KapuKapu in Sega's crazy online puzzle game. Caspar Field says, 'You what?'



**B**

limey, here's a problem – how do we explain **ChuChu Rocket** to you lot? Well, it's pretty fair to say that it's a puzzle game, and that it can be played by up to four mates at once – at home. But **ChuChu Rocket** is also the first Dreamcast game that can be properly played online (through your telephone socket), and you'll read more about that later. Here's how the game works...

## Mouse mania!

**ChuChu Rocket** is a story about cats and mice – well, space cats (the KapuKapu) and space mice (the ChuChu). The ChuChu were chilling out happily at a space port on a distant planet when their relaxed atmosphere was broken by the KapuKapu invading. Uh oh!

It's your job to save the ChuChu by steering them into their escape rockets. The ChuChu Rockets, in fact.

## How do they do that?

The game is played on a top-down grid, with up to four competing players trying to guide as many ChuChu as possible into your rocket base. If you're playing by yourself, your Dreamcast will play as the others. Billy no mates.

These ChuChu come racing out onto the grid in their hundreds, and you have to place direction icons to send them into your rocket. Other players can place their icons to steal ChuChu from you – and just to complicate things the KapuKapu are on a mission to munch all the mice.

The player with the most ChuChu in their rocket at the end of the game wins. It's totally nuts!



## Infomaniac

Who makes it?  
Sega's Sonic team  
What is it?  
Puzzle game  
When's it out?  
May  
How many players?  
One to four  
Any extras?  
Too right! 60Hz mode, vibration, and it's the first online game

Top: Someone's caught one of the pink bonus mice and started Mouse Mania, which sends hundreds of mice onto the board. Bottom right: And this is Cat Mania – look out!

## The first time

At first **ChuChu Rocket** can all seem a bit much – it's bright, loud, crazy and really fast to play. Right at the top of the menu when you switch on is the fourplayer game, and that really blows you away. The machine-controlled players are totally solid!

Eventually it dawns on you that to win, sending cats into your opponent's rockets is an essential part of playing – each cat that gets in wipes out a third of their mice.



Left: As well as the pink bonus mice, there are some handy critters with a number 50 written by them. Catch one of these and you'll have 50 added to your total score



2:08



## THE ROCKETS

These are your home base, which you have to direct the ChuChu into. It sounds simple enough – except that there's three other players trying to do the same thing

## THE ARROWS

You can only use three of these direction arrows at once. The mice – and cats – go the way that they point

## CHUCHU BASES

These are where it all begins. The ChuChu pour out onto the game in their hundreds!

## HEY - CHUCHU!

ChuChu are the cute space mice who need you to rescue them from the cats. Use your arrows to direct them into your rocket. The Pink mice are cool bonuses

## THE KAPUKAPU

Hungry space cats, the KapuKapu, will try to munch lots of space mice. Watch out – let one in your rocket and they'll eat a third of your ChuChu!



## Puzzle modes

In addition to the normal fourplayer battle game, **ChuChu Rocket** has loads of other modes to play with. One of these is the puzzle option, which has a load of extra-tricky maps for you to solve.

Instead of being able to change where you've dropped your arrows, you can only place them before the game starts. There's only a couple you can use, too. The later puzzles are a real test of brain power!

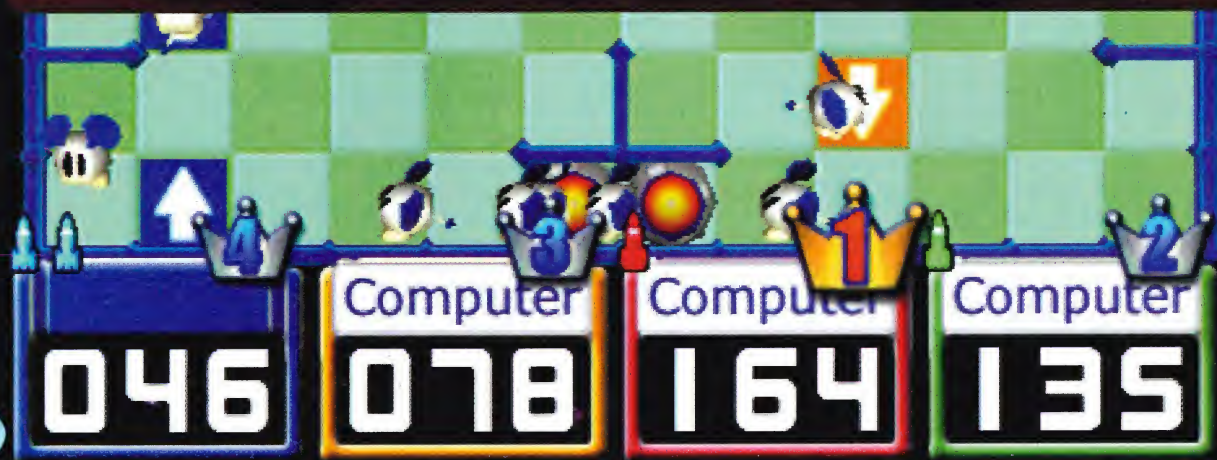


Above left: The trick to solving a lot of the puzzles is timing how long the mice and cats take to move. KapuKapu can run faster than ChuChu, so they can catch up with them



0:48

Place  again!  
**Everybody Move!**  
**Speed Up!**



Computer	Computer	Computer	Computer
046	078	164	135



**Everybody Move!**  
**Speed Up!**  
**Slow Down**

Computer	Computer	Computer	Computer
287	168	137	169



**Mouse Mania!**  
**Cat Mania!**  
 Place  again!

Computer	Computer	Computer	Computer
442	098	018	197



**Speed Up!**  
**Slow Down**  
**Mouse Monopoly!**

Computer	Computer	Computer	Computer
030	000	018	005

Catching a pink mouse can start all sorts of wild gameplay antics. Maddest/most frantic of these is Mouse Mania, although Place Again and Everybody Move can be just as tricky to deal with. Just when you thought you'd sorted it all out, everyone's rockets swap places!

## Challenges

ChuChu Rocket's challenges let you replace your arrows while the game plays. The challenges are designed for two players to work together to beat them, which is a great idea.

Some of the later stages need you and a mate to think hard about how to defeat the challenge. Lots of the boards have been designed so that the mice come from two directions at once!



0:20

Player	017	006	Computer
--------	-----	-----	----------

It doesn't get much more intense than this - head to head with a load of cats



0:26

Simple enough when you think about it, just trap the cat and you'll save the mice





This is cool – using ChuChu Rocket's puzzle editor, you can design your own levels. You can then put these on the Net so that other people can download them!

00:00:27



[ABOUT] Exit  
Leave your current location.  
● Press A to exit

Select | Menu  
A Enter | Y Start Chat  
X Information

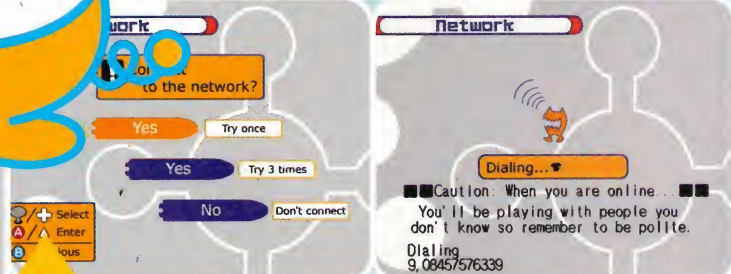
00:00:00

Registration for online play

Enter the nickname you want to use

If the nickname is already being used, enter a different one.

You will not be able to change your nickname or password. Be careful!



Sega's boffins have tried to make the online gaming side of ChuChu as simple as possible to set up. You can play against up to three other people from anywhere in the country, simply by plugging into your phone socket!

## Do it yourself!

The fellas in the Sonic Team (who made **ChuChu Rocket** for Sega), have thoughtfully included a level editor in the game. That means that you can have a crack at making your own levels. When you have a go, you soon realise how talented real game designers are – it's really tricky!

If you come up with one you're proud of, then you can load it up to **ChuChu Rocket's** website so that others can play it, too.



In this challenge you must save 100 mice before the marauding cat gobbles them

## CALCUMAGIC™ SCORE

### Graphics

Colourful and cool Japanese cartoon graphics

22

### Sounds

Crazy game, crazy sounds. Music gets a bit repetitive

18

### Control

The arrows can sometimes be a bit tricky to place

20

### Ideas

Games don't come much more original than this

24

### Total for the lot?

Get some mates round and play all weekend

= 84







# Evolution

It's the first roleplaying game on Dreamcast, and it's different every time you play! Paul Rose grabs his cyframe and hits the adventure trail



Pass the insect spray! In Evolution you get to kill bugs in new and interesting ways



**W**e've got beat 'em ups and driving games coming out of our ears, but something that's been missing from DC's line-up is a roleplaying game. Until **Evolution**. You play Mag Launcher, a young archeologist from a fantasy kingdom that uses advanced technology excavated from ancient ruins.

Equipped with a Cyframe – a multi-purpose backpack – you and two pals set out to unearth new artefacts, and find your missing parents.

A traditional Roleplaying game (RPG)

## Infomaniac

Who makes it?

Ubi Soft

What is it?

Roleplaying game

When's it out?

Now

How many players?

One

Any extras?

Randomly-generated dungeons!

## What's a cyframe then?

A relic from a long-gone, but technologically advanced, civilisation, Mag Launcher wears his Cyframe with pride. Capable of being equipped with all sorts of extras, or upgraded to pack a meatier punch, the Cyframe is essential to your progress in **Evolution**.

You'll find so many upgrades and add-ons during the course of your adventures, by the end of the game your

characters will end up like spiky-haired Inspector Gadgets.

Hands, hammers and jets of flame will pop out of their Cyframes to do the nasty to the nasties. Cool!



Here's Mag wearing this season's Cyframe collection. Style!





Here's Linear fighting a big rat thing. She may look innocent, but she wields a mean frying pan. Better still, the dungeons in *Evolution* are full of new and ever more powerful pans to find and equip her with. Seriously! Well, it makes a change from the usual guns and swords...

with its town sections and dungeons, *Evolution* is nevertheless largely about combat. The fights are turn-based (so you and your opponent take it in turns to bash each other) and require a bit of advance planning. Victory depends on whether you opt for an offensive or defensive strategy, and which spells and attacks to use on your opponents.

## Dungeon heaps

There are tonnes of dungeons in *Evolution*, and they'll be different every time you enter them. They're also littered with floor panels that will have good or bad effects when stepped on. Sometimes the enemies on the current floor will be weakened, while at other times jets of gas will appear. Your progress through the dungeons is marked by an on-screen map – until you step on a panel that wipes the map clean. Oops!

## Take that!

Ever seen a giant spider defeated by a bowl of spicy pasta? You will in *Evolution*. As the game progresses, your characters get ever tougher, learning new moves and spells all the time. Unfortunately, so do the bad guys. Yoinks!



It's a stand-off for our hero Mag and his super-deformed mates. Nail-biting stuff

## CALCUMAGIC™ SCORE

### Graphics

Town graphics are lovely, but dungeons are dull

18

### Sounds

No speech, and some wishy-washy music. Yawn

12

### Control

Combat is great – complex without being complicated

19

### Ideas

No big new ideas, and why do the dungeons change?

15

### Total for the lot?

Not perfect, but it'll do until a better RPG comes along

64



# 4 Wheel Thunder

Dylan Davies finds out whether four-wheel power and big springs is a good thing – or just another dirty mess to bounce around in



**H**old on to your hat because **4 Wheel Thunder** projects you into a world of bouncy off-road vehicles in an arcade style. It's fast and very difficult!

You start with eight cars and four available tracks. Progress is made by completing the Arcade mode to unlock tracks, or by entering the super-hard Championship mode to access new cars and earning cash to customise them.

Controlling your off-roader is tricky. Be prepared for extreme arcade handling

over miles of very bumpy terrain. We reckon 40 per cent of races are airborne!

## Seconds out

The pace is provided by collecting boost icons around the course. These represent time, in seconds, which when the 'A' button is pressed accelerates the vehicle really fast. If you collect them all, you'll sail around the track like the wind. Move off the racing line and you'll slow down.

You can race against up to 12 opponents, but you'll only see about two at a time as they're all evenly spread about the course. It sounds simple – but it's so hard.



## Extra games

As well as twoplayer racing, **4 Wheel Thunder** features a host of extra games. Particularly special is the bomb race. Whichever vehicle is behind carries the bomb. The bomb will detonate after a set amount of time if they don't overtake soon. There's also a tag mode and a collect-the-most-balloons mode. This is often more fun than a championship race.



## Infomaniac

Who makes it?  
Midway and Kalisto  
What is it?  
Arcade racer  
When's it out?  
May  
How many players?  
One to two  
Any extras?  
Rumble pack,  
60Hz mode



## Courses

The courses come in two flavours: indoor and outdoor. Indoor courses are frenzied, tight arcade tracks with only three opponents, whereas the outdoor tracks are the size of half a country and have multiple short cuts and alternative routes. As you can see in our top-down (left), there's rarely one straightforward route. Imagine the map being the size of Wales – pretty difficult to remember, eh?



TOTAL TIME:

0'41"673

BEST LAP TIME:

0'35"291

LAP TIME:

0'06"381

0'58

LAP: 2/6

POS: 4/4

GAP:

- 0'00"033



## Too fast?

This is the kind of stuff we need from a racing game – close, wheel-to-wheel action. Sadly, due to the nature of **4 Wheel Thunder** this type of fun is rare. First the opponents' cars start halfway around the track. Then they're too fast and spread out. We're pretty good drivers here in the Mr. DreamCast house, but even we struggled like crazy.



Just look at the stylised dusk effects. It's hard seeing the corners though

## Las Vegas nights

After completing each league of the championship tournament you'll be given the option to gamble your winnings on a fruit machine. Each go costs \$100, and you'll get ten chances at winning \$3,000 to spend on customising the performance of your car. Should you fail all ten times, you'll be given a giant toy car that can be raced in future rounds. Everyone's a winner in this game, guv'nor.



The above player is called 'Milky'. This toy car weighs six tonnes. That's some gift

## CALCUMAGIC™ SCORE

### Graphics

Ooh, so fast, so smooth. Huge tracks that look great

22

### Sounds

Roaring engine noises, with a nasty, techno soundtrack

15

### Control

Not as slip-sliding as you might think. Boost feature is wicked

16

### Ideas

Nice multi-route courses let down by too-hard opponents

18

### Total for the lot?

A great twoplayer game, but too tough on your own

71

"In singleplayer mode the opponents are too challenging to be fun to beat. It's very stressful and consequently not rewarding enough. The twoplayer modes are fast and fun, but if your mates aren't expert they may struggle. There are loads of minor niggles with this otherwise good quality game that cannot be forgiven. It's a real shame because **4 Wheel** has lots of great course designs and is a polished racer. Sadly it's not the hit it could have been."





## Infomaniac

Who makes it?

Zed Two

What is it?

Watery puzzle game

When's it out?

Now!

How many players?

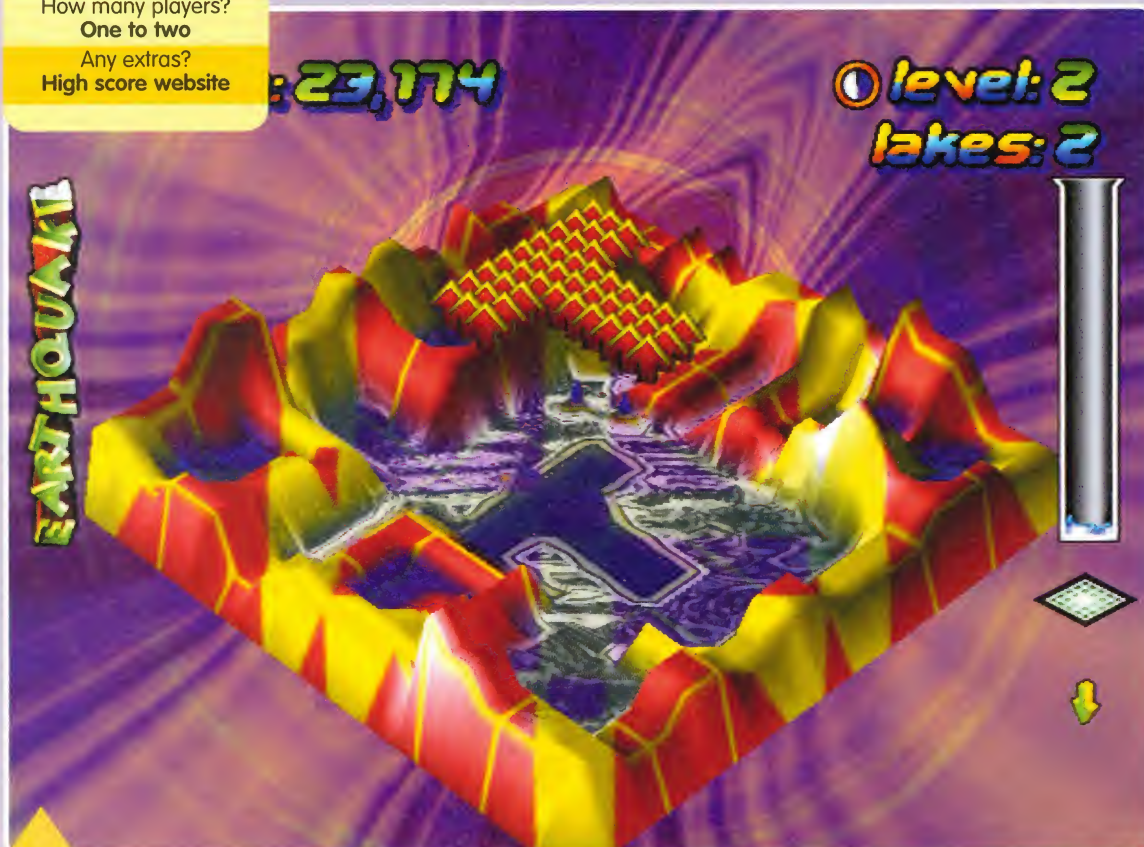
One to two

Any extras?

High score website

# Wetrix+

Tetris' wetter cousin hits the Dreamcast. Caspar Field puts his wellies on



Does anyone fancy a 'T'? Every drop is precious, so try not to splash

Scream at your friends as they casually thrash you without spilling a drop



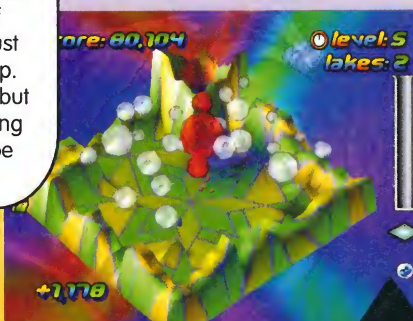
**W**etrix+ is a puzzle game based on collecting rain. You use blocks that fall from the sky to build dams and lakes on a square play area. Soon large amounts of water will fall into the landscape you've made and, water being water, it'll run away. When a certain amount of fluid has escaped, it's game over, so you have to design better landscapes to survive.

## Eeeek! An earthquake

It's not just escaping water that's the problem – if you let the land build up too high then the whole map is hit by an earthquake, destroying your plans! You're helped by falling bombs which can be used to wipe out big hills, but of course they'll blow a hole in your map, too.

Wetrix+ is inspired by Tetris and you can see you have similar shapes to play with. In the same way as Tetris, it becomes more difficult by speeding up the action the longer you play.

Overall, Wetrix+ is more like a board game than anything else – it's a puzzler of the purest kind.



When your lake starts to over-flow (top) it's time for evaporation with fire (bottom)

## CALCUMAGIC™ SCORE

### Graphics

Crazy coloured backgrounds with great water effects

+ 18

### Sounds

Bass-tastic dance music and splash-splashy sound effects

+ 15

### Control

Difficult at first because the pieces don't lock to a grid

+ 16

### Ideas

Tetris goes to sea. 'Borrowed' idea works out well

+ 20

### Total for the lot?

Wicked fun, but could be too odd for some tastes

= 69

"If it's action you're after, you're barking up the wrong tree. There's no shooting or driving, but you'll be engaged every second you're playing. My brain hasn't been so busy since I got electrocuted! If you liked Tetris you'll love this, it just gets faster and your score goes up. It's can be very frustrating at first, but stick with it and it's totally rewarding to play. If you get hooked you'll be on it for days."







# Tech Romancer

There's a few DC beat 'em ups battling for the number one crown. Could this 3D fighting game be the king of the castle? Dylan Davies finds out

**T**ech Romancer owes more to rocket launchers, plasma beams and bowling balls than kung fu. It takes place in a world of well-armed giant robots fighting in open worlds. Fighting style is dependant on the character's physical abilities, varying from heavy tanks on legs to nimble jumping robots, handy with a sword.

Each player has damage and an armour bar. By fighting close up with fists

you deplete the enemy armour, which means your attacks and long-range weapons will inflict extra harm. You can collect power-ups which allow you to achieve a whole range of special moves.

The control patterns are similar for each character but the results will be fantastically different. Naturally each fighter has colossal finishing moves available on request

It will make you eyes pop out and your thumbs bleed. Nice!



Bolon lays down the law with a powerful finishing move to the ribs. Each character has a set-piece final move, such as lovingly animated curtains, which means curtains!

## Get moving

All the characters have special power moves, some shoot vast beams of plasma, other's drill underground, only to surface through their opponents' feet. One particularly cool character is Bolon. He can shoot commuter trains at enemies and turn himself into a bowling ball. His finishing move involves taking his opponents to his lounge and killing them with the coffee table. He's a 100-metre-tall robot.



The train leaves Crewe station, turns left and destroys the giant robot

## Infomaniac

Who makes it?

Capcom

What is it?

Robot beat 'em up

When's it out?

May

How many players?

One to two

Any extras?

Rumble pack, 60Hz mode



Tech Romancer has an increasing damage bar. Damage is shown in red and yellow. You must fill your opponent's damage bar twice over to win

## CALCUMAGIC™ SCORE

### Graphics

Heavy Japanese robots constantly exploding

20

### Sounds

Shouting, clanging, plus some cheesy 1980s arcade music

16

### Control

Simple the first time you play, but has some weird moves

15

### Ideas

A lot more than the majority of fighting games. Crazy and cool

22

### Total for the lot?

Tech Romancer is a quick and hilarious challenge

73

"Tech Romancer is fresh air in the lungs of the fighting game. There's lots of different techniques to playing, making the game varied and bright. The style of the character design is superb – they're all different and challenging with some of the weirdest special moves we've ever seen in a game. It's great fun to play and rewarding to beat your friends with. Go on, become champion..."







# Street Fighter III

The Street Fighter games have appeared on every console known to man. Steve Merrett gets to grips with the latest update



**T**he 'World Warriors' of the Street Fighter series have been slugging it out for over ten years now. To celebrate this decade of spinning kicks, gravity-defying punches and oddball characters, Capcom and Virgin have joined forces to release the ultimate Street Fighter title for Dreamcast. So what's it like?

## Two for one

**Street Fighter III: Double Impact** contains two different versions of the game, with the New Generation edition introducing five new characters, and 2nd

Impact mixing a handful of new fighters which a few die-hard Street Fighter fans will recognise from past outings – including the mysterious Akuma.

## Hard, harder, hardest

Both games show off the usual fast-paced action that the series has built its reputation on. The joystick's four main buttons and the shoulder buttons are used for three different strengths of kick and punch, while the simple yet effective control method also allows for blocks, counter-attacks and the series' popular range of special moves.



## Specials

Each character has a number of special moves at their disposal. These vary from fighter to fighter, but all revolve around combinations of sweeping moves using the joystick and a button press. Spinning kicks, fireballs and acrobatic throws are all easily pulled off and the strength and length of the attack is determined by which of the three punch or kick buttons is used.



The backdrops throughout the game are excellent, ranging from alleys covered in graffiti through to caves



## Infomaniac

Who makes it?  
Virgin and Capcom

What is it?  
Fighting game

When's it out?  
May

How many players?

One to two

Any extras?

Two games, practise mode, screen mode



Dudley (left) is a huge fighter, who's speciality is boxing. Knock 'em out!

## New Generation Vs 2nd Impact

Although **Street Fighter III: Double Impact** boasts two different versions on the one CD, it has to be said that both are extremely similar. The first game, **New Generation** introduces a brand spanking new batch of fighters alongside some lesser known ones from past games, with much-loved Street Fighter duo Ken and Ryu (who have appeared in every Street Fighter game) making up the numbers.

The heroic pair also pop up again in game number two, **2nd Impact**, alongside ten other fighters, including a boxer called Dudley and a big wrestler called Hugo. On beating the initial wave of fighters in both games, more are unveiled, but the similarities between the two versions does make you wonder why Capcom and Virgin didn't just merge both games into one...





Winning's great, especially when you can see the damage you've done after!



Ken shows off his supercunning fireball ability, letting one fly at close range. At full power, it should knock its target back slightly – leaving them open for further punishment – sucker!

## CALCUMAGIC™ SCORE

### Graphics

Cartoon-like fighters have great, sharp animation

19

### Sounds

Rubbish. Dire music and weak sound effects

10

### Control

Cool, featuring three different strengths of kick and punch

19

### Ideas

Seen it all before, really. And SF Alpha 3 has more to do

12

### Total for the lot?

Oldskool fighter that's not gonna last you long

= 60

## Pull no punches

Pro fighters will want to get to grips with **Double Impact's** 'Killer' attacks. Before the game begins, the player is given the choice of one of three special assaults and shown how to use them. During a fight, a power bar at the bottom of the screen is filled as every punch and kick lands home. When the bar is full, use the special attack and watch the fireworks as the fighter really lays into the other!



Each character has a selection of special attacks which are chosen at the start

"**Street Fighter III: Double Impact** may claim to have two games, but they are just cut-down versions compared to past Capcom scraps. **New generation** and **2nd Impact** are virtually identical, making you wonder why they weren't just pooled into one big scrap. On the plus side, the characters are varied and look fantastic, but the moves and actual fight scenes have been done to death in other **Street Fighter** games. **Double Impact** offers nothing new."







# Dead or Alive 2

could this be the fighting game to thrash even the mighty Soul Calibur?  
James Gunn steps into the ring and gets ready to whup some ass



Main: Now that's what we call a put-down! The way the fighters handle one another is amazing – it's like watching real people!  
Top right: After slinging your opponent over the edge of a ledge, you leap down after them to carry on dishing out their beating

**A**ny game that sets out to challenge **Soul Calibur** for the crown of best DC fighting game has gotta be good. However, a title that can actually match everyone's favourite game is something to sit up and take notice of. **Dead or Alive 2** does just that.

## The art of fighting

Virtua Fighter 3tb and even **Soul Calibur** suffered to a small extent from

the characters not feeling as though they were really fighting. **Dead or Alive 2** grabs you from the start because every bone-crunching five-hit combo will actually make you wince as it connects. It feels so real it's almost scary!

You find yourself frantically whacking the buttons if you're about to be cornered because it's a fair bet that a good beating is coming your way otherwise. The first time you see your character launched over the edge of an arena is an excellent

moment too, as the game switches to a completely new section of the arena, but lower down!

## Magic moments

That's what makes **Dead or Alive 2** so good – it's packed full of memorable moments. You'll be shouting your approval at the screen throughout every fight as you learn something new, and that's what makes good games brilliant.



## Infomaniac

Who makes it?  
**Acclaim and Tecmo**  
What is it?  
**Fighting game**  
When's it out?  
**Summer**  
How many players?  
**One to four**  
Any extras?  
**60Hz TV mode, hidden stages and costumes, FMV, camera tricks and wallpaper**

## Partners in Crime

The Tag mode is an excellent way of honing your skills while getting to learn the moves of two characters at once. You can flick between the two at any time by pulling the right trigger, providing both still have health. Not only does your fighter not in the ring gradually recover health but you can also execute tag combos, where the switch between two team mates is linked between a series of moves!



Left: Hey, two on one's not fair! Pulling off a tag move is mint, with both fighters getting involved in the action. Right: Some of the moves are almost too painful to watch!



## HEALTH BARS

Keep tabs on how much energy your character has and keep an eye on your partner's health too. In Tag mode, the brighter bar is for the fighter currently in the ring

## TIME LIMIT

This can be set from as little as 20 seconds right the way up to an unlimited amount of time, depending on how quick you think you can see off the enemy fighters

## COSTUMES

Each fighter has at least two different cool costumes and some have as many as four funky outfits in their wardrobe, so they can bash their opponent in real style!

## BACKGROUND

Be sure to make use of the backgrounds. Some levels have more than one and you can smash a character through windows or into electrical currents to leave an explosion

## SUBTITLES

You can turn this mode on or off at the options screen and it tells you how many hits your combo has registered, whether you've used a certain type of move or the power of a move

## VICTORY ICON

These icons appear once you've notched a couple of consecutive wins. Each of the icons change depending on your character and depend on their fighting style or their hobbies



## Replay secrets

Here's some nifty little tricks you can use during the game. When you're in a single or versus mode match, hold 'B' during the characters winning pose to zoom the camera in. Also, during the replay of your final attacks hold 'B' and 'Y' while holding up-right on the Analogue stick to get a cool Matrix-style freeze-frame, where the action stops mid-fight and the camera pans around the fighters.



Left: Just like Power Stone you can press 'B' to zoom-in on your winning fighter  
Right: It's hard to show properly, but you can freeze-frame replays part-way through





The first time you chuck an opponent over the edge of a level it's pretty amazing. But unlike real life, they don't seem to get too hurt



Throws are a pretty big part of Dead or Alive 2's fighting system. You can even grab your opponent's leg when they're kicking you, pull them over and score a hit

## Don't try that again

There are four basic controls in **Dead or Alive 2**. You have the standard Punch and Kick buttons, but you also have a Throw and a Free button. If you combine the throws with directional movements, you can pull off all manner of moves (especially Bass who has untold WWF-style wrestling moves in his arsenal). The Free button however, is best used as a counter. By hitting Backwards and Free just as an enemy attacks, you'll be able to grab their legs or arms and throw or hit them, instantly switching the match in your favour. And you earn loads of respect from your mates if you do it to them too (once they've got over being thrashed, that is!)



Some of the characters have throws which end with a swift punch. Ouch!

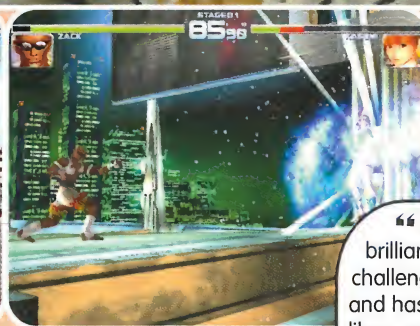


Ooh, she's going to have a hard landing! The way the fighters grapple is amazing



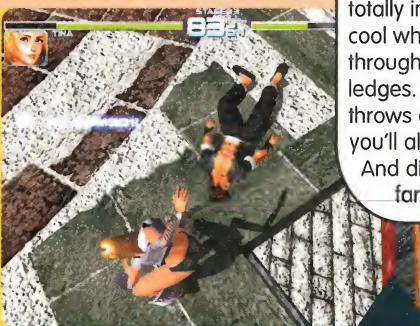


Above: Smashing out of the church window is absolutely amazing to watch



## only the strong will survive

The excellent Survival mode will really test your skills. The object is to last as long as you can on a single energy bar, fighting a succession of characters until you die. After every fight, you regain a small amount of energy and items can be collected during fights to regain energy and bump up your score.



Tina's just landed on her feet, but it looks like Jann-Lee hasn't been quite so lucky...

## CALCUMAGIC™ SCORE

### Graphics

Amazing detail on the fighters and the backgrounds are lush

24

### Sounds

A decent soundtrack and cool, solid-sounding fighting noises

23

### Control

Easy! You'll find yourself pulling off huge combos in no time

24

### Ideas

Every possible twist for a one-on-one fighting game is here

22

### Total for the lot?

One of the most impressive games on Dreamcast

93





# Your shout

We put four cool DC games to the ultimate test. Camilla Way takes her Dreamcast to school



## Infomaniac

Who makes it?  
Acclaim and Tecmo

What is it?  
Fighting game

When's it out?  
Summer

How many players?  
One to four

HOW MANY HANDS?  
**EIGHT**  
OUT OF SIXTEEN



## THANK YOU!

We'd like to say a big thank you to Mrs Alden, year seven's form teacher. We reckon she's pretty cool!

It's all very well us lot banging on about what we think of the latest DC games, but what do you lot reckon? The **Mr.Dreamcast** team went to Holland Park School in West London to find out. We let a posse of year seven and year ten pupils loose on **Dead Or Alive 2**, **ChuChu Rocket**, **Red Dog** and **Street Fighter III: Double Impact**. The classroom jury then got to vote for the best one. Just think, they could have been doing double science instead.

## Dead or Alive 2

How will this sequel to the cult Saturn fighting game fare?

We reckon this game looks amazing and is great fun with its open 3D levels, but what did the jury think?

Jacque and Joe take the controls first, and they're well impressed. "The graphics are heavy!" says Jacque. Joe agrees, "It looks and feels really solid and realistic."

It's Hamza's and Adam's

turn next, and they discover some really cool features.

"When you punch them into the wall, they get electrocuted! That's so cool!" shouts Hamza. Adam's quick to get revenge for being fried though. "Mad! You can throw your opponent off the edge of a cliff!" Oops – Hamza's toast.

Caroline and Raphaëlle are

up next. "It looks as though they're really getting hurt" worries Raphaëlle, though it doesn't stop her from bashing her opponent to pulp. You can almost FEEL the punches, it's so real," says Caroline.

"I really like the characters" says David, "The girl characters are pretty funky and they're faster too."



Adam, Jacque and Raphaëlle are pretty excited by Hamza's technique



We asked our jury, "Who's your favourite pop group" and "Who's your hero?"



Joe, 11

**Fave pop group** Will Smith  
**Hero** My sister, Sadie



David, 12

**Fave pop group** Will Smith  
**Hero** Zola



Natasha, 12

**Fave pop group** S Club 7  
**Hero** My Mum



Habib, 11

**Fave pop group** Will Smith  
**Hero** Will Smith



Tess, 12

**Fave pop group** Mariah Carey  
**Hero** The Suffragettes



## Infomaniac

Who makes it?  
**Sega's Sonic Team**

What is it?  
**Puzzle game**

When's it out?  
**May**

How many players?  
**One to four**

HOW MANY HANDS?  
**TWO**  
OUT OF SIXTEEN

# ChuChu Rocket

Sega's cute puzzler is crazy and colourful, but is it fun?

This superbonkers cat and mouse puzzle game from Sonic Team can really make your head spin at first, it's so baffling. You have to save the ChuChu (space mice) from the KapuKapu (space cats) by steering as many mice as you can into your base before the cats get them.

"This game's mad!" says Habib, looking baffled.

"It's really confusing" agrees Louise. Joe is more impressed though, "It's funny – the characters are really good"

You have to be superfast

in this game – ChuChu run around all over the place – and Jacque steers loads of his mice into his opponent's base by mistake. "I don't like this," he mutters, "it's too tricky." "Ha ha! He only got six" sniggers David.

"I think it's a bit weird" says Simeon, "I don't really like puzzle games, they're a bit childish."

Joe's happy though, "I like playing a mixture of games, so this makes a nice change from fighting ones."

On screen, things are

getting hectic. "Whoa, that's a whole lot of mice!" laughs Ann, as squillions of the critters appear and run riot all over the place.

There are cries of "Where am I?" "Who am I?" and "What colour am I?" as everyone has a go and gets well and truly confused, but Joe gets the hang of things really quickly, managing to beat the computer and store 300 mice in his base. Flash!

"This game is just crazy!" is the general opinion from the jury. "Crazy, but loads of fun."



"Watch out! The cat's are coming!" Adam, Jacque and Hamza help Raphaëlle save her ChuChu





Hamza, 12

**Fave pop group** Puff Daddy  
**Hero** My brother, Tarik



Simeon, 14

**Fave pop group** Oasis  
**Hero** David Seaman



Caroline, 11

**Fave pop group** Will Smith  
**Hero** Arnold Schwarzenegger



Ann, 12

**Fave pop group** Jennifer Lopez  
**Hero** Jennifer Lopez



Michaela, 12

**Fave pop group** 5ive  
**Hero** Michaela Strachan



## Infomaniac

Who makes it?  
**Sega and Argonaut**

What is it?  
**Tank-based shooter**

When's it out?  
**Now**

How many players?  
**One to four**

HOW MANY HANDS?  
**ONE**  
OUT OF SIXTEEN

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# Red Dog

The jury's out on this tank blaster

After the bright and bonkers **ChuChu Rocket**, this futuristic, 3D tank shoot 'em up by Argonaut (who made **Star Wing**) looks a bit dark and a lot less fun, but the girls wrench the controls out of the boys' hands and give it a bash any way.

"It's quite hard to steer" reckons Ann. Louise shoots at Ann's tank "Argh! It's difficult to aim too!"

Tess is more impressed. "It's tricky to control at first, but I like it - it's really good fun," she says, as she swiftly

beats Michaela, who gives up with a "I don't get this at all, it's too hard." Sheesh, these girls are hard to please. The boys are more enthusiastic.

"It's cool that you can pick up bonus weapons" says Adam, "Wicked! I got a machine gun!"

"I like the way you can make your tank invisible," says David. Hamza agrees with the girls though, "It's a bit boring after the other games," he reckons. "There's not much going on - you need more stuff to do."



Gloomy faces all round as Alex takes the controls for Red Dog. This lot just ain't impressed!

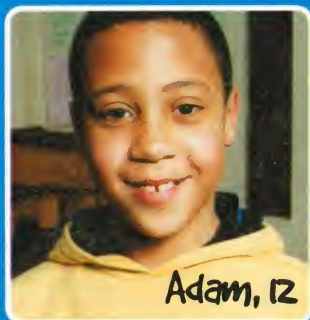






Alex, 14

Fave pop group CIV  
Hero Ken from Street Fighter



Adam, 12

Fave pop group Artful Dodger  
Hero Renaldo



Darren, 15

Fave pop group Will Smith  
Hero Will Smith



Raphaëlle, 11

Fave pop group TLC  
Hero Chilli from TLC



Louise, 12

Fave pop group Will Smith  
Hero William Thomas



# Street Fighter III

The latest in the classic fighting series hits hard!

This has got more animation and better graphics than **Street Fighter Alpha 3** (reviewed last issue), as well as a host of new characters.

"This is wicked!" reckons Jacque, playing as Ryu "Ryu's best because he's got cool fireballs coming out of this hands that you can fire at your opponent."

"I like the way you can have huge big characters fight small powerful ones" says David.

"Elena's great" reckons Michaela, "She's fast and

she's got long legs that are good for kicking."

Natasha's likes to see results. "It's cools how after a fight, you can see how beat-up and bloody the loser is!"

"I like the different settings you can play in" says Caroline, "San Francisco and Japan are the best!"

As the **Mr. Dreamcast** team leave, Habib and Adam playing as Alex and Ken are beating seven shades of stuffing out of each other to cries of "Show no mercy!" from the jury. Our job here is done...



"Oooooeeuugh! That's gotta hurt!" David points the finger

## Infomaniac

Who makes it?  
Virgin and Capcom

What is it?  
Fighting game

When's it out?  
May

How many players?  
One to two

HOW MANY HANDS?  
**FIVE**  
OUT OF SIXTEEN

## CLASS SPOKESMAN



Jacque, 11

Fave singer Artful Dodger  
Hero Ian Wright

"Dead or Alive 2 is definitely the best" reckons Jacque. "It feels and looks so realistic!"



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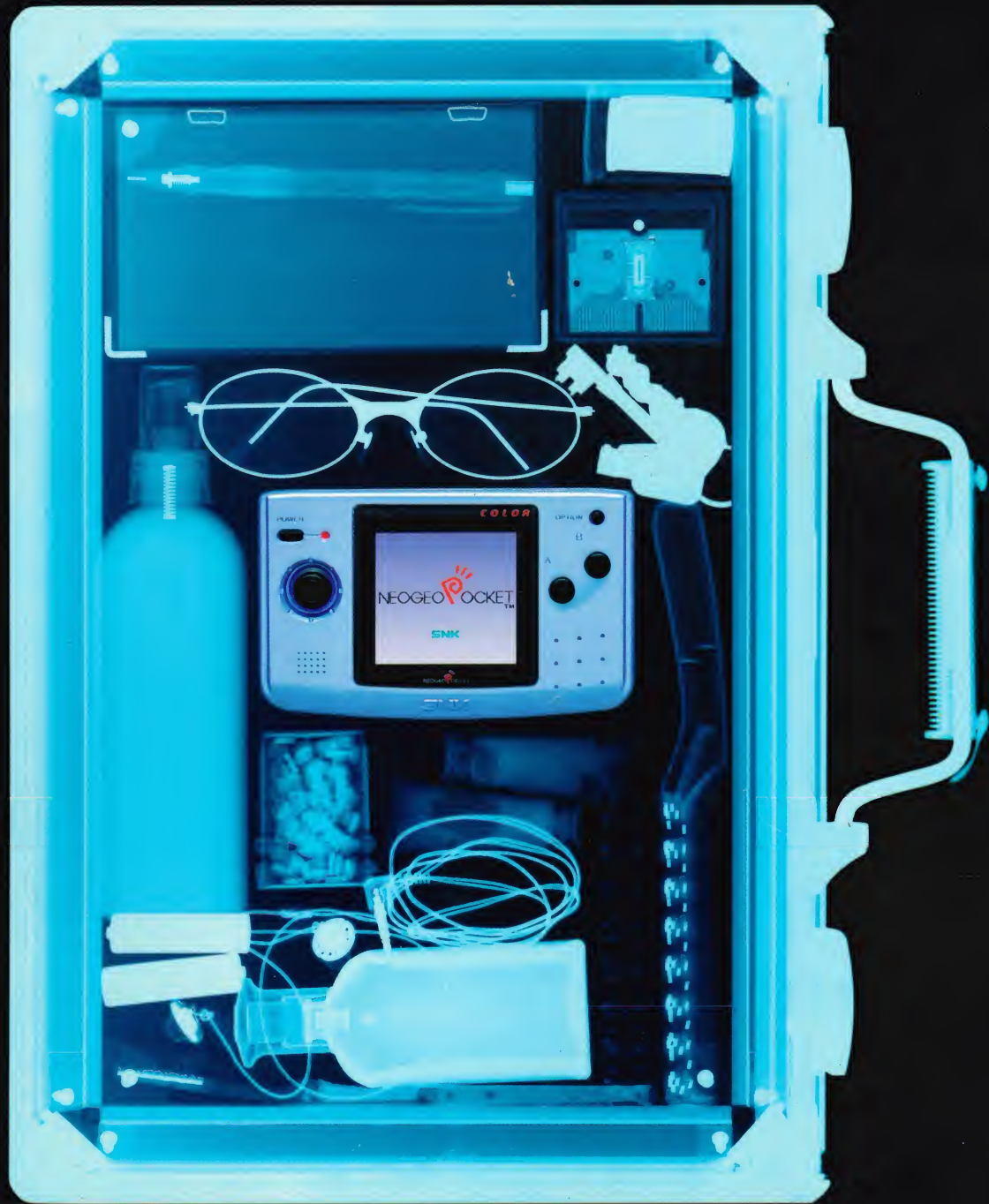
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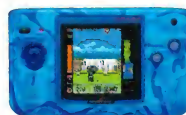
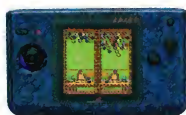
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